



Intro

Ninja Gaiden is back for another go around on your Xbox and this time it is going to make you weep like a newborn baby. Team Ninja head Tomonobu Itagaki wasn't playing around when he made Ninja Gaiden Black. With all of the material from the 2 Hurricane Packs, added Missions, an altered story mode, and new levels of difficulty, this is every ninja's dream come true.

The only problem is that you keep dying and you're starting to get pretty sick of seeing the Game Over screen. What you need is a true Ninja Master to show you the way. There is hope! Here at IGN, we keep several professional ninjas on hand at all times, just in case. Don't be a Ninja Dog, read our guide to unlock your true potential.



Look inside to find:

- [Basics - Page 2](#): Those who haven't played Ninja Gaiden before should read here before playing.
- [Weapons - Page 5](#): A list of the weapons with descriptions and move lists.
- [Scarabs - Page 13](#): Every scarab in the game has been located for your convenience.
- [Missions - Page 29](#): Tips on how to beat all of the Missions along with videos to guide you.
- [Walkthrough - Page 57](#): We'll walk you through the game so that Ayane doesn't have to.
- [Hurricane Enemy Strategy - Page 130](#): Tips on how to successfully fight the enemies from the Hurricane Packs.
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Guide by: Erik Brudvig

With Masterly Sections From Guides by: Hilary Goldstein and David Clayman

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Basics

Combat

Ninja Gaiden is a combat-heavy game and skill in battle is certainly going to be a major factor in the ultimate outcome (do well and live, do poorly and die). Combat is pretty intuitive. You have three attack buttons to worry about. **X** is your faster, slash attack, **Y** is your heavy attack, and **B** is your ranged weapon. However, the most important button to know is the **Left Trigger**, which blocks. Blocking is lightning quick, so you can attack and instantly block if you're fast enough. There's nothing more important than avoiding damage. You can also roll dodge by holding Left Trigger and tapping the Left Thumbstick in any direction.

Combat, in part, is all about combos. The longer your combo strings, the fatter the essence you'll earn (*see below*). You can beat Ninja Gaiden without every busting a 50-hit combo, but it won't be as much fun or as rewarding. To string combos, use your quick-fire shurikens. You can get a quick combo on an enemy, leap into the air and tap B rapidly to chuck some shurikens into another enemy. When you land, go at them with your main weapon.

Your best friend in combat is the wall attack. By running up a wall and hitting **Y** or **X**, you perform a devastating attack. It's cheap and total cheese, but you can use this attack to take down enemies easier than trying to fight them. However, this will give you very low combo scores and therefore less cash.

Camera

The action camera can be activated in game by clicking the right thumbstick. You can adjust the camera from a third person view instead of switching to first person mode. This provides you with a better view of your surrounding and leads to less "camera against the wall" problems. You will still have to keep your trigger finger on the right trigger, in order to re-center the camera behind Ryu when you don't have a decent view of the dangers ahead.

Weapons

There are numerous weapons in Ninja Gaiden and each has its own unique properties and combos. Check out the Weapon Section for more on each weapon. Just be aware that no two weapons are the same. Weapons also have different combos, so it's important to study the combo lists (select a weapon in the menu and press **Y**) for each weapon. The local merchant doubles as a blacksmith. With the right coin, you can upgrade many of your favorite weapons, changing their appearance, boosting their power, and unlocking new combos. The Dragon Blade is, in the end, your most balanced weapon and will get you through most of the game, but it's also a good idea to power up the Vigorian Flail as soon as possible.

Magic

Throughout Ninja Gaiden you will come across different Ninpo scrolls. These magics are very powerful, but must be used sparingly. Beneath your health bar is your Ninpo meter. Each flaming tick on the meter indicates one use of any spell. Like weapons, spells can be upgraded, but not at a blacksmith. The Jewel of the Demon Seal will increase a spell one level, making it more powerful. There are only a handful of Ninpo in the game, but the only one you will truly need at full power is the Inferno. Magic is cast by pressing **Y+B**. While magic is cast, you cannot be harmed, so don't be afraid to use magic if you are about to die from an attack you can't otherwise avoid.

Art of the Fire wheels: Creates balls of fire around Ryu, making his attacks more powerful.

Art of the Inferno: Burns anyone near Ryu and ends in a giant fireball shot at the nearest enemy.

Art of the Ice Storm: Creates a whirlwind tossing around anyone near Ryu.

Art of the Inazuma: Creates an electrified field damaging anyone near Ryu. At Level 3, ends with Ryu firing a bolt of lightning at the nearest enemy.



Armlets

Armlets are extra boosters that can be equipped to add a kicker to your power (Armlet of the Sun) or defense (Armlet of the Moon), or offer other special properties. Armlets cannot be upgraded. Once you have an armlet, always keep on equipped, it will only help you. The Sun Armlet is most effective, because the best defense is a good offense, but the Moon Armlet is a good choice for areas with weak enemies who do nipping damage (bats, spiked floors).

Items

The world of Ninja Gaiden is littered with helpful items. Almost all items can be found in chests, though a few key items, when dropped by enemies, show as glowing spectacles on the ground. The most common items include **Elixir of the Spirit** and **Great Spirit Elixir** for minor and full health restoration, **Elixir of the Devil's Way** and **Great Devil Elixir** for minor and full restoration of Ninpo, ranged weapon ammunition, scrolls unlocking new moves, and jewels that will permanently power-up Ryu. The most precious of all items is the **Life of a Thousand Gods**, which instantly increases your life bar. But you can also collect nine **Life of the Gods** blue orbs to increase your health bar.

Gold Scarabs

Scarabs are the most precious of items to find. Scattered across almost every chapter, the Scarabs can be returned to the merchant by choosing the Talk option in the Merchant Menu. As you find and trade in Scarabs, the merchant offers up new and better goodies, including the Dabilahro, a might sword. Check out the Scarab Section for a full list of where to find all 50 Scarabs and what they earn you. Scarab locations are also listed in the Walkthrough.

Essence

When enemies die, they leave behind one of three glowing essences. The bigger the combo, the bigger the essence. You can run near an essence to absorb it, or you can hold down **Y** to draw the essence to you. However, if you absorb the essence this way, you will lose its value. So why do it? If you release **Y** just as the essence absorbs (and flashes) you'll perform the Ultimate Technique, which shoots Ryu forward. If you hit an enemy, you'll witness a deadly combo that will truly f' up any baddie in its way. The dead enemy leaves behind an even bigger essence. This is a gamble, though, because if you fail to hit an enemy with the Ultimate Technique, you lose the essence. If you hold **Y** and quickly release, you can draw essences closer to you so you can then grab them. Use this if you kill an enemy from far away.

Yellow Essence: Money, money, money. This adds to your cash flow, which can be used at merchants to purchase weapon upgrades and goodies.

Blue Essence: Health. Not nearly as common as the Yellow Essence. Don't absorb health for the Ultimate Technique unless you don't need the healing.

Red Essence: Restore Ninpo. This is the rarest and if your Ninpo is already full, certainly use the Ultimate Technique rather than grabbing a useless essence.



Moves

Though the earlier chapters of Gaiden focus on combat, as the game progresses, your platforming skills become more important. There are a few basic moves Ryu can perform outside of combat that help him get past deadly obstacles.

Run on Walls

The ability to run on walls is an easy and important one to master. To run on a wall, jump towards it and off you go. To run directly up a wall, run straight at the wall and jump. As you run up the wall, if you come across a ledge you will automatically grab it. Push up to pull yourself over the ledge. You can also jump off a wall as you run directly up it. Hit **A** at the crest of your jump. This vaults you backwards and can get you to higher locations. You'll also need to "Mario" between two walls if the space is narrow. Run up one wall, jump off and then hit **A** each time your feet touch the other wall. This ping-pongs you upwards.

The most difficult jumping feat is the one around corners. You can run automatically across corners by simply pressing forward on the Left Thumbstick as you run. However, if you want to gain elevation while turning a corner, hit **A** as you near the corner and you will spring to the next, a little bit higher, and continue to run along the wall. Additional assistance on this tough task is provided in the Walkthrough where necessary.

The last wall trick is the Wall Stick. Jump on a wall and let go of the Thumbstick and Ryu will temporarily plant and stick to the wall. If you are quick, you can whip out your bow and shoot foes on the ground. You can plant and then jump to gain some altitude and it's a good way to stay off the ground for a few moments if there's an attack you want to avoid.

Run on Water

You won't use this one too often, but it's very handy. To run on water, move to the edge of the land and the moment you touch the icy blue, begin tapping A. You will quickly skip across the water. It's tough to steer yourself, but there are some secrets you can find by doing this.

Shimmy

Any ledge or wire you hang from can be shimmied. Move left or right on the Left Thumtck and you'll slide along as far as you can. If you are on a ledge, push up and climb or push down and hit **A** to drop.

Swinging

There are some poles and branches that can be used for swinging. Jump towards a branch and Ryu will grab and begin to swing. To release and swing forward, hit **A** when Ryu is at his lowest point. To jump backwards, hit **A** when Ryu is at his highest point.

Maps

Each of the many areas in Ninja Gaiden has a corresponding map. Find the map and you can easily navigate through the level by hitting the **Black Button**. Maps come labeled with room names and even show stairs, elevators, and doors (locked and unlocked). This is an invaluable resource and in the walkthrough you will be referenced back to the maps often.

Go Blue

In some areas, particularly Tairon, there are areas with blue trim. Blue is the mark of something you want to explore. The Walkthrough details all of these areas, but if you are trying to avoid the walkthrough assist, just know that any walls or doors with blue trim are to be looked over carefully.

Saving

Progress can be saved at any Dragon Save Point. There's no penalty for saving often, so you should. Be aware that you do not automatically save the game at the end of a Chapter. Almost every chapter begins at a Save Point, but if you turn off the game after beating a boss but before saving in the next chapter, you will be out of luck.

Rankings

One reason to play fast and hard in Ninja Gaiden is to earn a good ranking. There are five levels to ranking (Ninja Dog, Lesser Ninja, Greater Ninja, Ninja Head, Master Ninja) and no ninja will be satisfied until they are the best in all areas. Rankings come at the end of each chapter and are based on your total Karma Points for that chapter. Karma Points come from several categories (*listed below*), but you do not have to master each category in order to earn the Master Ninja Rating. You can almost always earn Master Ninja without scoring any points for time, so long as you are thorough in your killing. If you want to nab a good ranking, it's better to be thorough and kill everything you see with long combos than it is to run through a level quickly.



Time: The longer you take, the lower the score.

Kills: Number of enemies you sent back to hell.

Essence: Cash you've earned, minus any you spent at the merchant.

Ninpo: Based on the percentage your Ninpo Meter is full.

Life: How much health you have left.

Weapons

Ninja Gaiden has numerous weapons. Some you can't help but acquire, others must be found, bought, or otherwise earned. Included with the list of weapons is their full move list. Any locked moves are noted next to the move name. "Scroll" denotes you learn the move from a scroll bought or found during the game. For moves, "Circle" means to rotate the Left Thumbstick in a full circle quickly. There are also a few basic moves that can be performed with any weapon:

Reverse Wind: Left Trigger + Right or Left on Thumbstick

Wind Path: *While Jumping Near Enemy A*

Wind Run: X + A

Flying Bird Flip: *While on Wall A*

Melee Weapons

Dragon Sword/True Dragon Sword

To Unlock: Default start weapon.

The best weapon in the game in terms of overall balance. It's quick, powerful, and has the best combos once all levels are unlocked. It's also the only weapon that gets a bonus upgrade during the story. Never a bad choice.

Moves List

Normal

Crimson Slash: X, X, X

Dragon Tear (Lvl 4): X, X, X, Y

Tiger Roar: X, X, Y

Fang of the Wolf (Lvl 2): X, X, Y, Y

Blade of the Dragon's Tail (Lvl 3): X, X, Y, Y, Y

Fiend's Bane Kick: X, X, Right, X, X

Early Winter Rain: X, X, Right, X, Y

Blade of Nirrti (Lvl 2): X, Y, X, X, X, X

Izuna Drop (Throw/Scroll): X, Y, X, X, X, Y

Windmill Slash: Right, X

Blade of the Undefeatable: Y

Haze Straight Slash: Hold Y

Extinction Straight Slash: Hold Y (Ultimate Technique)

Storm of the Heavenly Dragon (Lvl 4): Hold Y (Ultimate Technique)

Azure Dragon: Right, Y

Scarlet Dragon: Right, Hold Y

Blade of the Twin Dragons (Lvl 4): Right, Hold Y, Y, Y

Violent Wind: *While Running* X

Violent Gale (Lvl 2): *While Running* X, X

Thunderclap Kick: *While Running* Y

Flying Crane (Lvl 2): Circle, Y

Gleaming Blade (Lvl 3): Circle, Hold Y

Roaring Gleam (Lvl 3): Circle, Hold Y (Ultimate Technique)

True Dragon Gleam (Lvl 4): Circle, Hold Y (Ultimate Technique)

Gleaming Cross (Scroll): *While Blocking* Y

Fiend's Bane Kick (Scroll): *While Blocking* X, X

Fiend Sealer: Next to Downed Enemy Y



While Jumping

Blade of the Empty Air: Straight Up X

Helmet Splitter: Straight Up Y

Blade of Nirrti (Lvl 2): Straight Up X, X, X, X

Izuna Drop (Throw/Scroll): Straight Up X, X, X, Y

Air Destruction Slash: Forward X

Falling Dragon Blade: Forward Y

Flying Swallow (Lvl 2): Towards Enemy Y

Guillotine Throw (Throw/Scroll): Near Enemy Y

Wall

Cicada Slash: *While on Wall* X or Y

Flying Swallow (Lvl 2): *While Wall Running* X or Y

Divine Cicada Slash: During Flying Bird Flip X or Y

In Water

Wave Reverser: Floating on Surface X, X or Y, Y

Ripple Slash: While Swimming on Surface X or Y

Floating Blade: While Underwater X, X, or Y, Y

Gleaming Water Dragon: While Swimming Underwater X or Y

Lunar

To Unlock: Pick up from vase in Chapter 2.

The Lunar is a devastating weapon with longer combos than the sword but more strength than the nunchucks or the flails. The best reasons to keep this weapon handy are its charge attack and incredible range. Holding Y will charge the staff twice and release Ryu's hurricane attack. Not only does this dole out huge amounts of damage, but even after one charge Ryu will benefit from a lengthy period of invincibility while in the hurricane.

Moves List

Normal

Raven Strike: X, X, X

Dragon's Claw (Lvl 2): X, X, X, Y

Raven Light: X, X, Y

Twilight: X, Y

Infinite Fury (Lvl 2): X, Y, Y

Arc of the Moon: Y

Soul of the Crescent: Hold Y

Shrouded Crescent: Hold Y (Ultimate Technique)

Raven's Veil: Hold Y (Ultimate Technique)

Lion's Rage: Right, X

Lion's Rage (Lvl 2): Right, X, X

Lion's Rage (Lvl 3): Right, X, X, X

Black Widow: Right, X, Y

Black Widow (Lvl 2): Right, X, X, Y

Black Widow (Lvl 3): Right, X, X, X, Y

Crescent Strike: Right, Y

Full Moon Strike (Lvl 3): Right, Y, Y

Lunar Explosion (Lvl 3): Right, Y, Y, Y

Purgatory's Rivet: While Running, X

Twin Serpent Strike: While Running, Y

Concealed Thrust (Scroll): While Blocking, X or Y

Raven Stream (Lvl 3): Circle, Y

Nirmanakaya: Next to a downed enemy, Y

While Jumping

Tempest: X

Izuna Drop (Scroll): X, Y

Phantom Moon: Y

Guillotine Throw (Scroll): Near an Enemy X+Y

Wall

Gibbous: During Flying Bird Flip X or Y

Under Water

Aqua Thrust: Surface Attack X or Y

Water Formation Kick: Underwater, X or Y

Nunchaku

To Unlock: Found on dead body in Tairon.

This non-upgradeable weapon is fast and cool to use, but isn't very practical. There is a far better weapon with similar (but more deadly) properties. This one's for nostalgic purposes only.

Moves List

Normal

Dragon and Phoenix: X,X, X, X, X, X

Fire Pit: X, X, Y

Wide Heavens: X, Y

Sweeping Kick: Right, X

Flame wheel: Y, Y

Auspicious Crane: Hold Y

Auspicious Phoenix: Hold Y (Ultimate Technique)

Gathering Clouds: Hold Y (Ultimate Technique, 2 Essences)

Earth Slide: While Running X

Thunderclap Kick: While Running Y

Ring of Heaven Kick (Scroll): While Blocking X or Y

Demon Chaser: Next to Downed Enemy Y

While Jumping

Sweeping Strike: X

Dragon Emperor Kick: Y

Guillotine Throw (Throw/Scroll): Near an Enemy Y

Wall

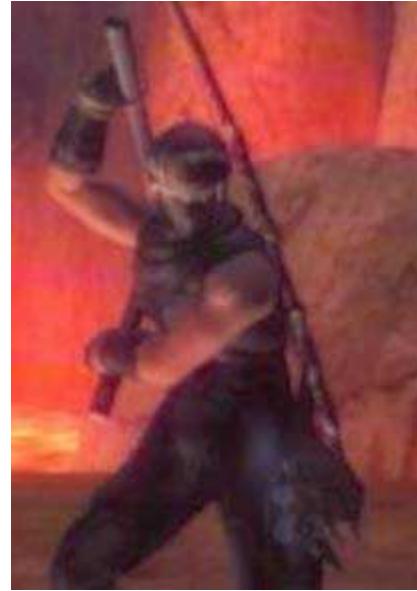
Hell Drop: During Flying Bird Flip X or Y

Mountain Crane: During Flying Bird Flip X, Y or Y, Y

In Water

Aqua Thrust: Floating on Surface X or Y

Water Formation Kick: Underwater X or Y



Vigoorian Flail

To Unlock: Found in Chapter 6

Bladed nunchucks, these bad boys are fantastically fast and deadly weapons. Though it's not a good choice for a boss battle, the Flail can tear through most grunts and lesser fiends once it is fully upgraded to Level 2.

Moves List

Normal

Dragon and Phoenix: X, X, X, X, X, X

Cremator (Lvl 2): X, X, X, Right, X, X, X, X, X

Dragon Slaughter (Lvl 2): X, X, X, Right, X, Y

Fire Pit: X, X, Y

Wide Heavens: X, Y

Runaway Lightning (Throw/Lvl 2): Near an Enemy X, Y

Sweeping Kick: Right, X

Flame wheel: Y, Y

Auspicious Crane: Hold Y

Auspicious Phoenix: Hold Y (Ultimate Technique)

Gathering Clouds: Hold Y (Ultimate Technique, 2 Essences)

Ripping Thunder (Lvl 2): Right, Y, Y, Y

Earth Slide: While Running X

Thunderclap Kick: While Running Y

Ring of Heaven Kick (Scroll): While Blocking X or Y

Demon Chaser: Next to Downed Enemy Y

While Jumping

Sweeping Strike: X

Dragon Emperor Kick: Y

Red-Hot Iron Brand: Towards an Enemy Y

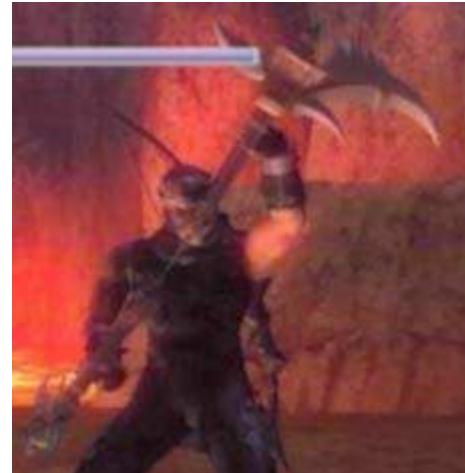
Guillotine Throw (Throw/Scroll): Near an Enemy Y

Wall

Red-Hot Iron Brand: Wall Running X or Y

Hell Drop: During Flying Bird Flip X or Y

Mountain Crane: During Flying Bird Flip X, Y or Y, Y



In Water

Aqua Thrust: Floating on Surface X or Y
Water Formation Kick: Underwater X or Y

War Hammer

To Unlock: Acquired in Chapter 8.

This powerful and slow weapon is fun to use, but not as effective as the Dragon Blade as far as speed is concerned. This is a tough one to handle against fast enemies like Wolverine Fiends, but can be useful against bosses and slower enemies. It can also smash a lot of stone objects.

Moves List

Normal

Ram's Head Drop: X
Horse Head Crush: X, X
Gleam of Heaven and Earth: X, Y
Surging Wave: Y
Flaming Torrent (Lvl 2): Y, Y
Thunder Tremor: Hold Y
Rage Tremor: Hold Y (Ultimate Technique)
Tremor of the Heavens: Hold Y (Ultimate Technique, 2 Essences)
steel Severer: Right, X
Flaming Whirlwind: Right, Y
Earth Slide: While Running X
Thunderclap Kick: While Running Y
Reigning Spiral (Scroll): While Blocking X or Y
Six Paths Spin (Lvl 2): Circle, Y
Corpse Crusher: Next to Downed Enemy Y

While Jumping

Avalanche Drop: X or Y
Guillotine Throw (Throw/Scroll): Near an Enemy Y

Wall

Rolling Thunder: On Wall X or Y
Raging Thunder: During Flying Bird Flip X or Y

In Water

Aqua Thrust: Floating on Surface X or Y
Water Formation Kick: Underwater X or Y



Dabilahro

To Unlock: Collect 20 Scarabs

The mighty sword is much mightier when fully upgraded. This is a better choice for a heavy attack than the War Hammer, plus it looks cool. This is one of the best items you can receive for collecting Scarabs.

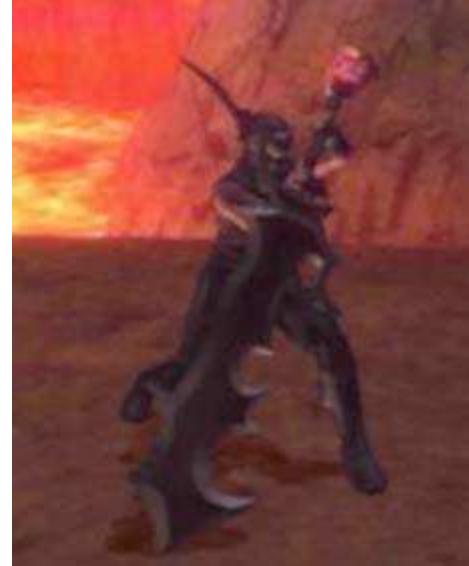
Moves List

Normal

Destroyer of Armies: X, X, X, X
Whirling Empire Blade (Lvl 3): X, X, X, X, X
Flaming Hell Slash (Lvl 3): X, X, X, X, X, Y
Flaming Hell Slash: X, X, X, X, Y
Gleam of Heaven and Earth: X, Y
Inferno Slash: Y
Purgatory Slash: Hold Y
Hundred Demons Blade: Hold Y (Ultimate Technique)
Asura Slash: Hold Y (Ultimate Technique, 2 Essences)
Flaming Inferno: Right, X
Flaming Whirlwind: Right, Y
Earth Slide: While Running X
Thunderclap Kick: While Running Y
Reigning Spiral (Scroll): While Blocking X or Y
Hundred Man Slash (Lvl 2): Circle, Y
Corpse Crusher: Next to Downed Enemy Y

While Jumping

Foot Crusher: X or Y



Guillotine Throw (Throw/Scroll): Near an Enemy Y

Wall

Thunderous Blade: On Wall X or Y

Raging Thunderous Blade: During Flying Bird Flip X or Y

In Water

Aqua Thrust: Floating on Surface X or Y

Water Formation Kick: Underwater X or Y

Spear Gun

To Unlock: Found in Chapter 11.

The Spear Gun is only good for one thing -- shooting underwater. Otherwise it's a pretty useless item. Though it can shoot above ground, don't bother. The nice thing is that there's not ammo limit, so to your hearts content.

Moves List

On Land

Spear Shot: X or Y

Earth Slide: While Running X

Thunderclap Kick: While Running Y

While Jumping

Dragon Emperor Kick: X or Y

Guillotine Throw (Throw/Scroll): Near an Enemy Y

Wall

Dragon Emperor Kick: On Wall X or Y

In Water

Spear Shot: On Surface or Underwater X or Y

Wooden Sword/Unlabored Flawlessness

To Unlock: Purchase from Merchant/Upgrade fully

This practice sword can kill foes without decapitating them, but it is limited in moves. You can't even perform the Ultimate Technique. However, it can be upgraded an additional six times. It will cost you money, but the end result is worthwhile. A good sword for your second time through Ninja Gaiden.

Moves List

Normal

Crimson Slash: X, X, X

Tiger Roar: X, X, Y

Fiend's Bane Kick: X, X, Right, X, X

Early Winter Rain: X, X, Right, X, Y

Blade of the Undefeatable: Y

Sweeping Kick: Right, X

Scarlet Dragon: Right, Y

Earth Slide: While Running X

Thunderclap Kick: While Running Y

Gleaming Cross (Scroll): While Blocking Y

Fiend's Bane Kick (Scroll): While Blocking X, X

Fiend Sealer: Next to Downed Enemy Y

While Jumping

Blade of the Empty Air: Straight Up X

Helmet Splitter: Straight Up Y

Air Destruction Slash: Forward X

Falling Dragon Blade: Forward Y

Guillotine Throw (Throw/Scroll): Near Enemy Y



Wall

Cicada Slash: While on Wall X or Y

Divine Cicada Slash: During Flying Bird Flip X or Y

In Water

Wave Reverser: Floating on Surface X, X or Y, Y

Ripple Slash: While Swimming on Surface X or Y

Floating Blade: While Underwater X, X, or Y, Y

Gleaming Water Dragon: While Swimming Underwater X or Y

Kitetsu

To Unlock: Defeat Doku

This is a powerful slasher, but it comes at a price. If you wield the blade, your health slowly drains. Only by killing others can you keep this vampiric effect from happening. The solution? Switch to a different weapon when not in combat.

Moves List

Normal

Dark Rain: X, X, X

Stab of Overpowering Evil: X, X, Y

Dead Soul Bind: X, X, Right, X, X, X, X, X, X, X, X

Soul Eraser: X, X, Right, X, Y

Blade of Nirrti: X, Y, X, X, X, X, X

Izuna Drop (Throw, Scroll): X, Y, X, X, X, Y

Stab of Extinction: Y

Haze Straight Slash: Hold Y

Extinction Straight Slash: Hold Y (Ultimate Technique)

Bassara: Hold Y (Ultimate Technique, 2 Essences)

Crazed Bones Slash: Right, X

Azure Dragon: Right, Y

Scarlet Dragon: Right, Hold Y

Behead Dragon: While Running X, X

Thunderclap Kick: While Running Y

Hundred Curses Slash: Circle Y

Gleaming Cross (Scroll): While Blocking Y

Fiend's Bane Kick (Scroll): While Blocking X, X

Fiend Sealer: Next to Downed Enemy Y



While Jumping

Blade of Nirrti: Straight Up X, X, X, X

Izuna Drop (Throw/Scroll): Straight Up X, X, X, Y

Helmet Splitter: Straight Up Y

Air Destruction Slash: Forward X

Falling Dragon Blade: Forward Y

Flying Swallow: Towards Enemy Y

Guillotine Throw (Throw/Scroll): Near Enemy Y

Wall

Cicada Slash: While on Wall X or Y

Flying Swallow (Lvl 2): While Wall Running X or Y

Divine Cicada Slash: During Flying Bird Flip X or Y

In Water

Wave Reverser: Floating on Surface X, X or Y, Y

Ripple Slash: While Swimming on Surface X or Y

Floating Blade: While Underwater X, X, or Y, Y

Gleaming Water Dragon: While Swimming Underwater X or Y

Plasma Saber/Plasma Saber MK II

To Unlock: Beat game on Normal or Hard.

This sucker is just like the Dragon Sword only it's much cooler! It's a Lightsaber, clearly, one with a gorgeous green blade. The combos are the same (with a couple of additions), but it has a nice visual, particularly when you upgrade to what would normally be the True Dragon Sword.

Moves List

Normal

Crimson Slash: X, X, X

Dragon Tear (Lvl 4): X, X, X, Y

Tiger Roar: X, X, Y

Fang of the Wolf (Lvl 2): X, X, Y, Y

Blade of the Dragon's Tail (Lvl 3): X, X, Y, Y, Y

Fiend's Bane Kick: X, X, Right, X, X

Early Winter Rain: X, X, Right, X, Y

Blade of Nirrti (Lvl 2): X, Y, X, X, X, X, X

Izuna Drop (Throw/Scroll): X, Y, X, X, X, Y

Windmill Slash: Right, X

Blade of the Undefeatable: Y

Haze Straight Slash: Hold Y

Extinction Straight Slash: Hold Y (Ultimate Technique)

Hundred Wing Blade: Hold Y (Ultimate Technique, 2 Essences)

Storm of the Heavenly Dragon (Lvl 4): Hold Y (Ultimate Technique)

Azure Dragon: Right, Y

Scarlet Dragon: Right, Hold Y

Blade of the Twin Dragons (Lvl 4): Right, Hold Y, Y, Y

Violent Wind: While Running X

Violent Gale (Lvl 2): While Running X, X

Thunderclap Kick: While Running Y

Flying Crane (Lvl 2): Circle, Y

Gleaming Blade (Lvl 3): Circle, Hold Y

Roaring Gleam (Lvl 3): Circle, Hold Y (Ultimate Technique)

Annihilation Gleam (Lvl 3): Circle, Hold Y (Ultimate Technique, 2 Essences)

True Dragon Gleam (Lvl 4): Circle, Hold Y (Ultimate Technique)

Gleaming Cross (Scroll): While Blocking Y

Fiend's Bane Kick (Scroll): While Blocking X, X

Fiend Sealer: Next to Downed Enemy Y

While Jumping

Blade of the Empty Air: Straight Up X

Helmet Splitter: Straight Up Y

Blade of Nirrti (Lvl 2): Straight Up X, X, X, X

Izuna Drop (Throw/Scroll): Straight Up X, X, X, Y

Air Destruction Slash: Forward X

Falling Dragon Blade: Forward Y

Flying Swallow (Lvl 2): Towards Enemy Y

Guillotine Throw (Throw/Scroll): Near Enemy Y

Wall

Cicada Slash: While on Wall X or Y

Flying Swallow (Lvl 2): While Wall Running X or Y

Divine Cicada Slash: During Flying Bird Flip X or Y

In Water

Wave Reverser: Floating on Surface X, X or Y, Y

Ripple Slash: While Swimming on Surface X or Y

Floating Blade: While Underwater X, X, or Y, Y

Gleaming Water Dragon: While Swimming Underwater X or Y



Projectile Weapons

Projectile weapons cannot be upgraded. Some have limited ammo and others don't. Your secondary weapon should be just that, secondary. That doesn't mean these aren't worthwhile, they certainly are.

Shurikens

To Unlock: Default at start of game.

Ammo: Unlimited

These tiny buggers can be thrown quickly. They do very little damage, but a successful hit will often halt an enemy's attack. They also add to combo strings.

Smoke Bombs

To Unlock: Found in Chapter 2

Ammo: 15

Smoke Bombs will make a nice little flash when you toss one out. They won't damage any enemies, but they will temporarily blind all of the enemies in the area. You should use these when you find yourself being overwhelmed by too many enemies.

Incendiary Shuriken

To Unlock: Found in Chapter 6

Ammo: 15

These are good for breaking through cracked walls and if you can chuck one on an enemy, it will make them go boom. These are in limited supply, but the Incendiary Shuriken is sometimes the only projectile weapon that can hurt bosses.

Windmill Shuriken

To Unlock: Found in Tairon

Ammo: Unlimited

You get just one Windmill Shuriken, but this mighty beast returns to Ryu like a boomerang. This can cleave an enemy's head from 30 yards. It's one to love.



Bow/Strongbow

To Unlock: Bow found in Chapter 2/Strongbow found in Chapter 8

Ammo: 15

The bow is to be used for certain situations (see Walkthrough) but isn't meant for typical secondary weapon use. Holding B and moving the Left Thumbstick takes you into first person mode, but you can also shoot from third person by tapping B while on the move.

APFSDS Cores

To Unlock: Found in Chapter 9

Ammo: 15

Made from tank shell, this bad bow can do damage to massive mechanical beasts, like helicopters and tanks. It's deadlier than regular arrows and can kill some footsoldiers with one shot.

Explosive Arrows

To Unlock: Found in Chapter 9

Ammo: 15

The Explosive Arrow makes up for poor aim. This one can also damage big metal beasts, but is a good way to take out distant enemies.

Armlets

There are numerous Armlets that can be found or bought in Ninja Gaiden. You can only wear one at a time, so choose wisely. We recommend the Sun Armlet over all others, but part of the decision is based on the difficulties you have with the game.

The Armlet of the Sun: Increases attack power.

The Armlet of the Moon: Increases defense.

The Armlet of Potency: Increases the damage done by throw and kick techniques. Unlock with 5 Scarabs.

The Armlet of Benediction: Increases Yellow Essence absorption. Unlock with 30 Scarabs.

The Armlet of Fortune: Increases Ninpo power. Unlock with 40 Scarabs.

The Armlet of Tranquility: Gradually replenishes Ryu's health.

Armlet of Celerity: Decreases the amount of time required to charge up an Ultimate Technique. Unlock with 25 Scarabs.

Scarabs

The Scarab locations remain the same in Ninja Gaiden Black, although your rewards for turning them in to the shop are slightly different. Here is a list of what you will receive for turning in the Scarabs.

Turn In	Reward
1	Life of the Gods
5	Armlet of Potency
10	Lives of the 1000 Gods
15	Spirit of the Devils
20	Dabilahro
25	Armlet of Celerity
30	Armlet of Benediction
35	Great Spirit Elixir
40	Armlet of Fortune
45	Jewel of the Demon Seal
50	Ninja Gaiden (NES)

1. Airship: Captain's Quarters

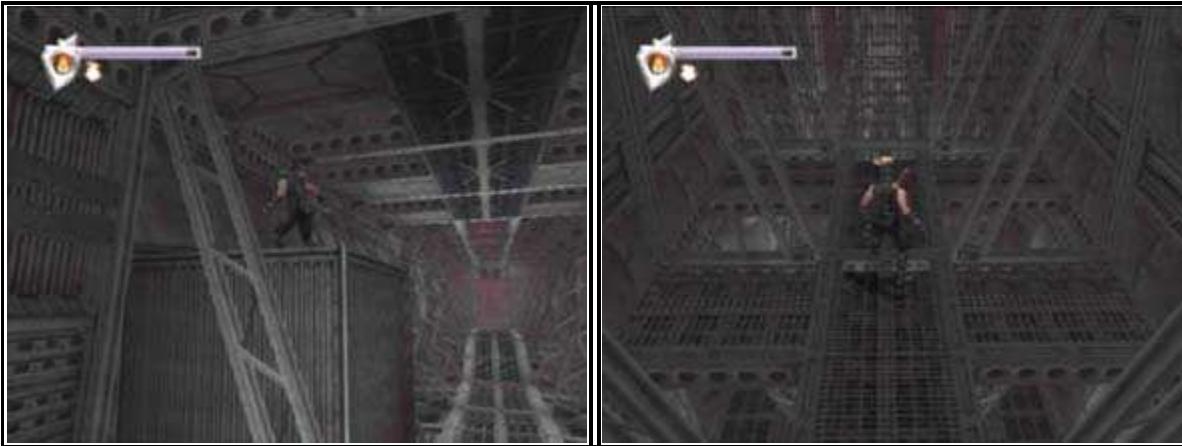
Next to the window.



2. Airship: Crate Room behind Living Quarters

In the back, on the floor between two chests.





3. Airship: Gas Compartment Passageway

On the first catwalk, look for a giant metal crate, Get on top of it, run up the wall and jump off to get to a secret catwalk where the scarab awaits.

4. Tairon: Near the Drawbridge

As you enter the street there's a fountain against the left wall. The Scarab is in there.



5. Tairon: Above Clock Tower Plaza

On the walkway before you reach the switch to unlock the multi-jeweled door (that leads to Han's Bar).



6. Tairon: Pleasure Street

In the back of the alley to the left of Han's Bar.



7. Tairon: Moat Road

Opposite where you find the Pegasus Key. Run along the wall to reach the landing where the Scarab rests.



8. Dworku: Drawbridge Hill

Next to the Save Point.



9. Dworku: Drawbridge Hill

Head right of the save point and look at the building you pass. Between two buildings, is another Scarab.

**10. Monastery: Archive**

In the glass case on the second floor.

**11. Monastery: Archive**

On the landing above the second floor, you can't miss it unless you don't want to finish the game.



12. Monastery: Above Altar

Found on the upper balcony above the altar (after visiting the Archive).

**13. Underground Cemetery: Trap Passage**

In one corner, near the Save Point.

**14. Underground Cemetery: Upper Area**

In an alcove where you first fight the Wasp Fiends.



15. Underground Cemetery: Lower Area
As you enter the tombs, there's a Scarab in a hole on the right.



16. Hidden Underground: Coffin Chamber
Along the wall near the fallen bones of the T-Rex.



17. Hidden Underground: Suspension Bridge Room
To the right, before stepping onto the bridge.



18. Hidden Underground: Chamber of the Blue Eye
On the floor beneath the pair of archers.



19. Hidden Underground: Junction Chamber
Sitting at the bottom of the much near the elevator.



20. Tairon: Skull Gate near Military Gate
Just inside the Skull Gate.



21. Tairon: Skull Gate near Military Gate
After climbing to the second ledge (before retrieving the Strongbow) turn around and look to the left. A Scarab is hiding on another ledge. Jump to the wall and press left to run the length of the wall to the Scarab.



22. Military Supply Base: Warehouse 1st Floor
Just outside the tunnel exit on the left side.



23. Military Supply Base: Warehouse 1st Floor
Atop the third train. Run up the side of the train and hit Y. You attack will take you onto the top of the train where you'll find the Scarab.



24. Military Supply Base: Warehouse 3rd Floor
On top of the office in the warehouse. Run up the wall to get on top.



25. Military Supply Base: Rooftop Area
After Mario-ing your way up to the roof, right before facing off with the control tower, the Scarab is resting on the right.



26. Aqueduct 2: Worm Room
After defeating the Worm, step through the hole it attacked you from and turn around. Look up. There's a ledge. Climb it to find the Scarab.



27. Aqueduct: Hall of Balance 2
Along the outer rim of the upper area of the Hall of Balance, which you reach after beating the Electric Worm.



28. Aquaduct 1: Red Water Reservoir

On the ground, to the right of the red pedestal.

**29. Aquaduct: Caves (Lower Area)**

When the initial tunnel opens into the cave, look left and the Scarab is hiding nearby.

**30. Aquaduct: Caves (Lower Area)**

After killing the Twin Worms, go into the tunnel on the left.

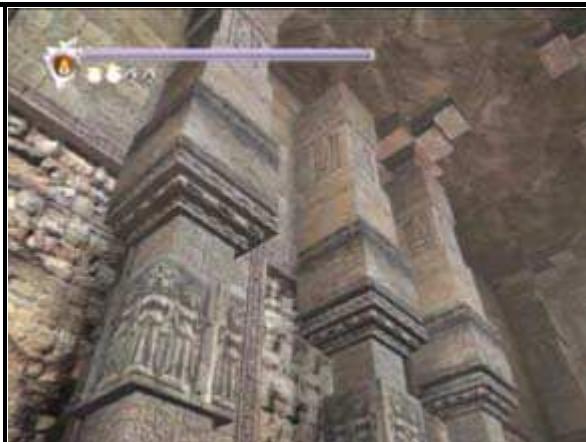


31. Aquaduct: Blue Water Reservoir

Jump into the water, it's at the bottom of the reservoir pool.

**32. Aquaduct: Peristyle Passage**

After defeating the scores of fiends, scan the columns. The second column from the entrance doesn't reach the ceiling. Mario between two columns to reach the top where the Scarab awaits.

**33. Underground Sanctuary: 1st Floor**

In the small room to the right, the Scarab is sitting in the corner.



34. Underground Sanctuary: 3rd Floor

When facing the sword in the stone, go left and the Scarab is hiding behind a pillar.

**35. Moat of Zarkhan**

When you first dive into the moat, go right and find the Scarab in the hole in the gate.

**36. Moat of Zarkhan**

In the area after you leave the merchant shop, climb onto the one piece of land to find the Scarab.



37. Moat of Zarkhan

After receiving the Spear Gun, you end up in a large open area. Take a right from the exit to find the Scarab.

**38. Moat of Zarkhan: Sunken Ship**

After using the Hand Crank, swim through the hole in the ship then swim up through the opening into the second deck. The Scarab is in the right corner.

**39. Hidden Underground: Chamber of Everlasting Sleep**

Now that the room is flooded, swim up to the top of the columns surrounding the sarcophagus. The Scarab is at the very top.



40. Zarkhan: Stadium

After defeating Doku, go into the room with the lever. To the left, behind some pillars you'll find the Scarab.

**41. Zarkhan: Stadium**

Reached by wall running on several adjustable platforms.
See Walkthrough for full details.

**42. Zarkhan: Stadium**

To the left of the final lever you'll pull in the stadium (which raises a partial wall), you'll find the Scarab, just follow the upper ledge all the way around.

**43. Zarkhan: Falls Area**

Smash the statue heads at the save point before the falls to find the Scarab.



44. Zarkhan: Falls Area

Dive into the pool by the falls. Swim to the bottom to find the Scarab.

**45. Caverns: Past Magma Lake**

To your right at the foot of the see-saw.

**46. Caverns: Ancient Ice Furnace**

A Scarab is on the ground right before you reach the hole you must jump down to face the Ice Sloth.

**47. Lower Caverns 1: Path of Flame**

The Scarab can be found in the left alcove of the second hallway with flame.



48. Labyrinth

Take a right after passing through the Lion Door. Follow the path to the Scarab on the ground.

**49. Labyrinth**

Found while traveling the long path to the Lioness Key. Look for it on the left hand side (see walkthrough for details).

**50. Imperial Palace: Level 4**

At the top of the stairs, before entering your fourth challenge, drop off the steps onto the green ledge. Walk to the left to the dead end to find the Scarab.



Missions - Path of the Master Ninja

Phase 1

Enemies	Ninjas: White, Red, Brown, Spirit
Recommended Melee	Vigoorian Flail
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire wheels
Starting Items	None



Using the Ultimate Techniques makes this battle super easy. Kill one guy at the beginning and just keep charging up your attack as the next wave of guys comes in. Be careful not to get stuck in a corner. If you do, jump your way out.

You'll be faced with a round of the tough Red Ninjas at the end. These guys can light you on fire and end your life quickly. If you're having problems, save your Ninpo for the end to give you the edge.

Phase 2

Enemies	Fire Dragon Fiends, Black Ninjas, Flying Stingers
Recommended Melee	Dabilahro
Recommended Projectile	Smoke Bomb
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



The Fool Crusher (X or Y while jumping) and Raging Thunderous Blade are great moves for winning this Phase. Use the walls or jump off of the Fiends' heads to get into the air, and then come down with the fury. If you happen to take out a Ninja in the process, use his essence to charge up your Ultimate Technique.

Avoid attacking the Fiends from the front. They will either bite you, shoot flame in your face, or roll into you. Either way, it will deal massive amounts of damage to Ryu. Attack them from behind or after they have rolled into a wall and are stunned.

Phase 3	
Enemies	Masakado, Horse Riders,
Recommended Melee	Dabilahro
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire wheels
Starting Items	Elixir of the Spiritual Life x3



Once again, the Fool Crusher (X or Y while jumping) and Raging Thunderous Blade are the best moves. Use the outer walls to get yourself positioned in the air. Don't hit the attack button until you see someone centered underneath you. If you miss, you might be going for a ride on the end of Masakado's pole.

After you take Masakado's life down, he'll dismount the horse and battle you with his sword. The tricky part here is that you still have to deal with the other riders. Focus your attack on the red samurai. Beating him will end the phase.

Phase 4	
Enemies	100 Ninjas
Recommended Melee	True Dragon Sword
Recommended Projectile	Smoke Bomb
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	None



The key to staying alive is to stay mobile. Don't let yourself get cornered and keep using the Divine Cicada Slash and Flying Swallow to do your damage. If you get cornered, hop on their heads to get out. This will momentarily stun them allowing you to come flying back in with a Flying Swallow to lop their heads off. It should also be noted that the Spirit Ninjas only require a love tap to die and almost always give you health essence. Take advantage of this.

At 20, 45, 70, and 95 kills you'll be faced with waves of a single type of Ninja. At 20, they are Spirit Ninjas and you should use this time to get some blue essence and refill your health bar. The other battles are tough, so save your Ninpo for these waves. Be prepared for the last round against all Red Ninjas or you'll be very frustrated.

Phase 5	
Enemies	Murai, various Ninjas
Recommended Melee	Lunar
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of Tranquility
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



Your first motion should be towards the vase in the corner. Inside you'll find a Jewel that can upgrade a weapon of your choice. Murai is vulnerable to aerial attacks. Use the wall to start your attacks and drop down with the Gibbous technique. The Ninjas around him will get killed while doing this, so you don't really need to focus on them.

The Windmill Shuriken can actually hurt Murai. If you're really stuck on this mission, just focus on taking out the lesser Ninjas. Once they're gone, it is a simple matter of equipping the Armlet of Tranquility to get your life back and dancing around Murai while throwing out your Shuriken. It takes a while and is 'cheap' by any standard, but it works.

Missions - Descent of Fiends

Phase 1	
Enemies	Bone Dragon, Flying Stingers
Recommended Melee	Kitetsu
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire wheel
Starting Items	Elixir of Spiritual Life x3



This Mission puts you up against the Bone Dragon, only this time he has some Flying Stingers to help him out. That actually works out for you, because they will give you blue essence to partially refill your life every so often. Every time that they appear, focus your attack on them to clear the screen, and then get back to the Bone Dragon.

The Bone Dragon's most deadly attacks are the tail sweep and the bite. If you see him rearing up to bite you, scoot off to the side of the platform. To avoid the tail, either jump over it as it comes or roll underneath it (you need to be very close to the front to do this). Whenever the opportunity presents itself, lay into his feet.

Phase 2	
Enemies	Hydracubus, various Lesser Fiends
Recommended Melee	Lunar
Recommended Projectile	Exploding Arrows, APFSDS Cores, Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x2



The added enemies in this round don't pose as much of a threat as the added damage of the Hydracubus attack. You can take your chances fighting the tentacles (don't forget to block them), or you can play it safe. The Windmill Shuriken and arrows will damage the tentacles from a distance allowing you to stay out of harm's way. Dispatch the enemies and then have your way with the tentacles.

When you lop off the tentacles, they will give you blue essence. Don't use them for life (you should be full if you stayed back and chipped away at the tentacles). Use them to charge up the Lunar's Ultimate Technique and you'll be able to beat the Hydracubus much faster. Remember, you can only deal normal attack damage when the monster's eyes are open and his tentacles are momentarily chopped off.

Phase 3	
Enemies	Doku, various Ninjas and lesser Fiends
Recommended Melee	Kitetsu
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



Although the Lunar can get the job done against Doku, we prefer the Kitetsu because of its ability to use the Flying Swallow. While Doku is recovering from an attack, you can get a fast slashing attack in. Just be sure to quickly roll away or he'll grab you and drain your life.

You should deal with the supporting enemies whenever they appear, except at the end. Doku's life will be low enough that you can just keep using the Divine Cicada Slash in the mish-mash of enemies to finish him off. Save your Ninpo for this last round too, the new Giant Sword Fiends are rough.

Phase 4

Enemies	Yotunfrau, Cats
Recommended Melee	Lunar
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



We here at IGN hate the Cats. They make this Mission 80x harder than it should be. You should focus your attacks on them. They are extremely fast, so use the X attack combos followed up by heavy attacks to take them down (Dragon's Claw and Infinite Fury). If you take one out, use your Ultimate Technique to clear the rest of them out for the moment.

Yotunfrau himself isn't any more difficult than when you first met him in the game. Just be sure to avoid his lunge attacks and then move in for a big combo (or essence attack) when he is lying there recovering. The Lunar can also do big damage while the two of you are jockeying for position with the Tempest (jump and then hit the Y Button).

Phase 5

Enemies	Smaugan, Arrow Zombies
Recommended Melee	Lunar
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of Celerity
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



The very first thing you should do is move to the upper platform and take out one of the archers. Smaugan has several attacks that appear undefendable. However, all of them can be dodged by performing an Ultimate Technique. Use the Armlet of Celerity to speed up your charge, and then unleash it when he performs the fire wave or breath to both protect yourself and attack.

The most devastating attack Smaugan delivers is the bite. It can literally end you in a matter of moments. You can try your luck dodging it, but it can be hit or miss. If you position yourself in the extreme corner of the platform, Smaugan can't get at you. Even better, you can unleash an attack and take some life away during an otherwise frightful encounter.

Missions - Abysmal Lair

Phase 1

Enemies	100 Ghost Fish
Recommended Melee	Vigoorian Flail
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire Wheel
Starting Items	None



The Vigoorian Flail and the Nunchaku are the only weapons fast enough to contend with the onslaught of Ghost Fish. Only use your quick X Button attacks so that you don't have to recover.

When one wave is finished, stop attacking. As soon as you see more coming in, begin your combo again. If the fish get a hold of you, mash on the buttons to shake them off. If all else fails, use your Ninpo.

Phase 2

Enemies	Thunderbolt Worm, Flying Stingers, Crawler Bugs
Recommended Melee	Dragon Sword
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of the Spiritual Life



Destroying all the little critters right when they appear is a good move. Not only does it clear up the battle field, but it also will provide you with some much needed blue essence. If you have trouble, use the Art of the Inazuma to clear the field.

The Thunderbolt Worm's main attack is performed by flinging itself at you. When you see it winding up, begin running up the wall. You can then attack it as it lies in the corner recovering from its exertion.

Phase 3

Enemies	5 Masked Ogres, lesser Fiends
Recommended Melee	Lunar
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of Celerity
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



The smaller creatures that attack at the beginning are actually trickier than the large ogres you have to contend with. To lessen their punch, unload a bunch of Explosive Arrows into their face when the Mission first begins.



Once the little guys have been cleared, it's time to face the Masked Ogres. To take them out, keep bouncing on their heads or running across the hall to get to the open end. There, charge up your Ultimate Technique and unleash it when they get close. If you keep doing this, they won't be able to stop you.

Phase 4

Enemies	2 Thunderbolt Worms, assorted bugs
Recommended Melee	Dabilahro
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of Celerity
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of the Spiritual Life x2, Great Spirit Elixir



Rather than being a nuisance, the bugs at the beginning will actually help you out. Use the essence they release to charge up your Ultimate Technique faster. Use your Ninpo if you want to get started quickly.



The beam that shoots out of the Dabilahro during its Ultimate Technique is phenomenal against worms. Charge it up and wait for them to attack before striking.

Phase 5	
Enemies	3 Thunderbolt Worms
Recommended Melee	Dabilahro
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of Celerity
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth
	
The 3 worms can be tough to get started against. Keep up the same technique as in Phase 4 and get in a charged Dabilahro attack whenever possible.	The yellow ring blast is the most disruptive attack the worms have. The best ways around it are to either unleash an Ultimate Technique or to roll towards the corners. If you don't have the Armlet of Celerity on, you can forget about trying to charge up an attack before they get to you.

Missions - Military Destruction

Phase 1	
Enemies	Dynamo, Soldiers
Recommended Melee	Plasma Saber Mk. II
Recommended Projectile	APFSDS Cores
Recommended Armlet	Armlet of the Moon
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4 (there is a 5th in the corner of the ring).
	
The strategy for beating Dynamo isn't any different from that in the normal game. Roll towards Dynamo to avoid his laser, and then press Up and the Y Button to do a jumping slash move. At the peak, press Y again to come back down in a stabbing motion. If you get a chance, try doing a charged attack.	After performing your attack, quickly block and roll away. If you stay too close to a recovered Dynamo, he'll either swat you or grab you and choke blast you.

Phase 2	
Enemies	2 Tanks, assorted Soldiers
Recommended Melee	Plasma Saber Mk. II
Recommended Projectile	APFSDS Cores
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



Quickly dispatch the soldiers, and then run to get the Cores in the ammunition crate. When you do, stand so that the crate is between you and the tank. His missiles won't be able to hit you. You can shoot out the gunner above him making it so that you can't be hurt. Once you're in position, unload your arrows on the tank.

The second tank will come out from behind you, requiring you to leave your safety zone. Roll out and take down the soldiers. When you do, get the tank back where the first was and book it back to the safety of the crate.

Phase 3	
Enemies	Tower with Rocket Soldiers, Masked Ogres, Cat Fiends, Sword Fiends
Recommended Melee	Dabilahro
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



You need to shoot out all 9 of the circular targets on the tower to complete this mission. When the round first starts, fire off a shot to take one out as the enemies are appearing. If you have trouble with accuracy, place a piece of tape on the center of your screen as a siting.

The trick to beating this Mission is to ignore the enemies around you. If you kill them, you'll only get tougher ones to face as you progress. Taking out the tower quickly makes it so that you have less to contend with. Fire a shot off at the tower, and then roll across to the other side to repeat the shot before the enemies can catch up with you.

Phase 4

Enemies	Helicopter, Soldiers
Recommended Melee	Plasma Saber Mk. II
Recommended Projectile	APFSDS Cores
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



Quickly take out the soldiers that attack you at the beginning, and then look for the helicopter to fly under the bridge. When it does, get ready to fire as many shots as you can as it comes back up. It can't attack you and leaves you with a huge target if you look down at it.

The major danger in this Mission is missiles the Helicopter will send your way. Be careful not to get too caught up in trying to shoot him from a distance that you get clobbered. Roll away as soon as they are fired. Remember, you'll have an easy shot at it when it flies under the bridge.

Phase 5

Enemies	100 Soldiers
Recommended Melee	Dabilahro
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	None



To win this Mission, you have to focus on the Rocket and Grenade Soldiers. Periodically make a circle around the perimeter. If you get close to a Grenade Soldier, they will drop the launcher and attack you normally. If you see a Rocket Soldier, quickly take them out.

You'll need to conserve health to make it through this. Luckily, there is a section midway through that sets only Rocket Soldiers at you. Use your Ninpo to kill them all and you'll likely be rewarded with a lot of blue essence to refill your health.

Missions - Nightmarish Phantasms

Phase 1

Enemies	Masked Ogres, Cat Fiends
Recommended Melee	Dabilahro
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



The Masked Ogres can pack quite a punch, but they are easily dealt with. By jumping on their heads, you can get a free shot at attacking them from behind while they are stunned. Quickly push the Left Trigger to block when you land to partially deflect their counter attack.



The Cats can be frustrating. Once the Masked Ogres are gone, you'll need to stick to the walls to take out the Cats. Keep jumping and slashing to cut their heads off. If this technique doesn't work for you, then you can always switch to the faster Lunar.

Phase 2

Enemies	Dragon Fiends, Masked Ogres, Sword Fiends
Recommended Melee	True Dragon Sword
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



Deal with the tough Sword Fiends first. Don't let one of them shift to the red form without quickly ending them. Most of the other enemies will let you fight them one on one, so don't pass up the opportunity.



The Divine Cicada Slash and Flying Swallow are nearly unstoppable against these enemies. Fighting any of them face on will result in you losing your life very quickly. Stick to attacks from above and behind to get the job done.

Phase 3

Enemies	Tank, Soldiers
Recommended Melee	Dabilahro
Recommended Projectile	APFSDS Cores
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



As soon as the Soldiers appear (they come at specific intervals), use the Dabilahro to knock their heads off. Remember to keep moving so that the Tank can't get a good bead on you.

If you keep doing wall flips in between your shots of the Cores, the Tank won't be able to target you effectively. The way to survive the Tank while trapped in a corner is to keep moving and shoot just after it fires at you.

Phase 4

Enemies	Paz Zuu, Masked Ogres, assorted Fiends
Recommended Melee	Lunar
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir, Talisman of Rebirth



The Lunar Explosion will hurt Paz Zuu big time. Run in underneath his head and hold Up and then slam on the Y Button. When Paz Zuu begins his next attack, quickly roll out to the safety of the corners. Make sure you don't get bitten or stomped on. Ignore the enemies around you, they'll just keep respawning and causing more chaos.

Eventually Paz Zuu will get weak and his head will come down. That's his weak spot. If you can, use an Ultimate Technique. Don't waste your time trying to charge it up if there isn't any essence around. The Lunar has great combos that will do plenty of damage.

Phase 5	
Enemies	Doku, Marbus, Sword Fiends, Nicchae, Ishtaros, lesser Fiends
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x3, Great Spirit Elixir x2



The final round of the Master Ninja Tournament is a test of your endurance. If you slip up in the early rounds, you won't stand a chance when you finally make it to Ishtaros. Use the Dark Dragon Blade's Raging Thunderous Blade as your primary attack throughout this Mission. Don't get caught in Doku's flashing pink combo attack. Wait to attack him until he is just finishing it and then quickly block and roll away.

At the beginning of the second round, you'll be faced with Marbus and a trio of Cat Fiends. If you lost any health in the first round, now is your chance to regain it. Use the Art of the Inazuma to clear them out and then collect their health essence. Make sure that Marbus doesn't put more than one Cat Fiend on the field at a time, or they will overwhelm you quickly. Just follow your normal routine to take down the demon.



After Marbus, you'll have to fight three Sword Fiends. This is your chance to once again refill your health. Each one will give you a large blue essence when you kill them. Focus your attacks on one at a time to make sure you don't get overwhelmed. Afterwards, you'll have to fight Nicchae. As long as you don't allow her swooping attack or allow her to pick you up, you shouldn't have trouble with this round. The Raging Thunderous Blade will protect you from both of these attacks if you repeatedly do it whenever she is close.

Ishtaros is tough. She attacks very quickly, so always hold down the Left Trigger. Keep running on the walls to get close enough to attack her. If she goes into her spinning wind up where she flies around the screen, begin charging up an Ultimate Attack and unleash it just as she lands.

Missions - Captivating Goddesses

Phase 1

Enemies	Awakened Alma, assorted lesser Fiends
Recommended Melee	Kitetsu
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



Focus your attacks on Alma. If you kill her minions, they will only be replaced by tougher ones. The Flying Swallow is your best attack because it can knock her out of the sky and stun her, allowing you to deal out some vicious attacks. If she blocks your initial slash, quickly dodge and roll out of the way to save your tail.

Once tougher enemies start populating the map, pull out your Ninpo. The Art of the Inferno will knock back anybody who is currently annoying you and send a fireball that will knock Alma out of the sky.

Phase 2

Enemies	Alma, lesser Fiends
Recommended Melee	Kitetsu
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



Like the Awakened Alma, you need to knock this form out of the sky to really hurt it. Using the Flying Swallow is a good technique. Leap and try to attack her either while she is prone or just beginning an attack. You'll also want to do this attack any time she swoops at you.

If you can't successfully dodge what Alma throws at you, you won't last long. Ignore the smaller enemies that populate the field and focus on getting out of the way when Alma attacks.

Phase 3

Enemies	Archers, Soldiers, Masked Ogres, Ghost Fish
Recommended Melee	Vigoorian Flail, Lunar
Recommended Projectile	APFSDS Cores
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x2, Great Spirit Elixir



You need to stop the enemies from killing Rachel. This means that you should focus all of your attacks on the enemies with ranged weapons. Ignore the Masked Ogres and take out the Archers and Soldiers as they appear. Using your Flail will allow you to keep attacking them quickly until they die so that they never get a shot off.



After the threat to Rachel is gone, you need to look after yourself. Switch to the Lunar to fight the Masked Ogres. Charging up an Ultimate Technique works nicely.

Phase 4

Enemies	Nicchae, lesser Fiends
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



It is tempting to attack Nicchae as she walks around on the ground. Don't just walk up to her or she'll pick you up. If she does, you can kiss half of your life goodbye.



The Dark Dragon Blade is deadly off of the wall. Keep running around the edges of the ring and come down with Raging Thunderous Blade attacks when Nicchae gets close.

Phase 5	
Enemies	Ishtaros, Lesser Fiends
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth




Use the enemies around Ishtaros to charge up your Ultimate Technique. If you connect with it, you can take out a substantial portion of Ishtaros' life.

When the enemies are cleared, keep the Left Trigger down to block her attacks and keep trying to launch your own. Don't try to finesse your way through this match. Ishtaros is too powerful.

Missions - Giants of the Underworld

Phase 1	
Enemies	Ryu (Vigoorian Flail)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth




Incendiary Shurikens actually work against the evil Ryu. Throw them at him any time you need to stun him to buy yourself some time.

If you can get Ryu cornered, use the Art of the Ice Storm. Don't forget to use it three times before you use the first Talisman of Rebirth. If Ryu starts using Ninpo against you, quickly hit yours to counter it.

Phase 2

Enemies	Ryu (Kitetsu)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



The Dark Dragon Blade works so well against Ryu because he is vulnerable to the Raging Thunderous Blade. Quickly run back into this doorway to give yourself lots of surfaces to jump off of and launch attacks from there.

If you can get Ryu stuck in a corner, don't stop using your overhead attacks. It is one of the few attacks that makes you impervious to counter attacks, so swing away.

Phase 3

Enemies	Ryu (Dabilahro)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Explosive Arrows
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



At the start of the Mission, quickly launch all of your Arrows at the oncoming Ryu. You can actually knock him down at the lava below.

Most of the time, your opponent won't know how to jump out of the lava. Keep your bow aimed at him in case he gets out and shoot him back in.

Phase 4

Enemies	Ryu (True Dragon Blade)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



All of the bookshelves give you plenty of places to flip off of while doing the Raging Thunderous Blade.



The bookshelves also give you a great place to get Ryu trapped for a big Ninpo attack.

Phase 5

Enemies	Ryu (Lunar)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



Grab the Jewel of the Demon Seal from the vase in the corner to make your Art of the Ice Storm more effective.



Don't forget to keep blocking. If Ryu gets a big combo in with the Lunar, a good round can quickly go bad.

Missions - Fateful Confrontation

Phase 1

Enemies	Murai, lesser Fiends
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth



The lesser Fiends on this stage make your task much easier. Use their essence to launch a big Ultimate Technique on Murai.



When Murai gets low on life, he will begin sending a black dragon after you. To dodge it, keep rolling and jumping in succession.

Phase 2

Enemies	Evil Spirit of Doku, Ghost Fish
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir



The Raging Thunderous Blade is your best bet for taking out the Spirit of Doku. Quickly roll away after attacking so that you don't get your life drained. If Doku catches you, slam on the buttons to make him let go.



If you are running low on health or begin to get swarmed by the Ghost Fish, use your Ninpo to clear them out and collect the essence they leave behind.

Phase 3	
Enemies	Marbus, Sword Fiends
Recommended Melee	Dark Dragon Blade, Dabilahro
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir




Ignore the Sword Fiends. If you get caught up in fighting them, you'll end up dying. Instead, focus all of your strength on the big guy whenever he gets close to the ground

If one of the Sword Fiends turns into his enraged red form, use anything you've got to get rid of him immediately. Then, use the essence he leaves behind to perform a Dabilahro Ultimate Technique. It sends a beam out that can't miss, making for a great attack on the hovering demon.

Phase 4	
Enemies	Ryu (Unlabored Flawlessness), Ninjas
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shurikens
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth




Use the Ninjas to collect essence and catch Ryu in one of your Ultimate Techniques for a quick win.

You don't want to get hit by any of Ryu's attacks. Luckily, his recovery time after attacking is pretty substantial allowing you to counter with a move of your own.

Phase 5	
Enemies	Ryu (Vigoorian Flail), Ryu (Lunar)
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Incendiary Shurikens
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth




The pillars on this stage have two great uses. The first is to flip up them to avoid attacks (especially Ninpo). The second is that they provide a great way to lure in the Ryus and then slam them in the face with the Raging Thunderous Blade.

Focus on killing one of the Ryus. If you try to take them both head on, the combined speed of their two weapons is extremely difficult to match.

Missions - Battlefield of the Abyss

Phase 1	
Enemies	Doku, Alma
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth x2




Stay up on the walls to avoid their attacks. You can even run straight around the walls of the ring to get to Alma. Don't forget that she is vulnerable to the Inferno Ninpo.

Doku takes big damage from the Raging Thunderous Blade. Keep up your attacks on him and Alma will get caught up in the confusion.

Phase 2

Enemies	Doku, Marbus
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inazuma
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth x2



The Art of the Inazuma is the only effective Ninpo in this stage. Make use of it whenever you get in a pinch. Remember, Ninpo refills when you use a Talisman of Rebirth.

Neither Marbus nor Doku has a good defense against the Raging Thunderous Blade.

Phase 3

Enemies	Marbus, Alma
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Inferno
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth x2



The Art of the Inferno can hurt both of these Fiends and will knock Alma out of the sky. Use it as often as you can.

Try to keep the two flying bosses together. That way, your attacks will hit both of them and you won't have to worry about getting hit from behind.

Phase 4

Enemies	Nicchae, Alma
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth x2



Don't waste any opportunities to hurt these Fiends. Keep attacking and hope that they move into one of them while they are coming at you.

The Art of the Inferno is effective against Alma, so try to direct your shots her way to knock her out of the sky.

Phase 5

Enemies	Nicchae, Ishtaros
Recommended Melee	Dark Dragon Blade
Recommended Projectile	Doesn't matter
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Ice Storm
Starting Items	Elixir of Spiritual Life x4, Great Spirit Elixir, Talisman of Rebirth x2



Ishtaros' attacks are fast. Keep moving, blocking, and swinging your blade to prevent her from really laying in to you.

The Raging Thunderous Blade is the best move, once again. However, sometimes Ishtaros will sit on the opposite side and try to blast you with lasers. If she does, you can run above the lasers on the edge of the field and attack her from above.

Missions - Eternal Legend

Phase 1	
Enemies	Ninjas, Red Samurai, Horse Samurai, Bats
Recommended Melee	Dragon Sword, War Hammer
Recommended Projectile	Windmill Shuriken
Recommended Armlet	NA
Recommended Ninpo	Art of the Fire Wheel
Items to Collect	Incendiary Shuriken, Windmill Shuriken, Elixir of Spiritual Life, Strongbow, War Hammer
	
You'll begin by fighting through a series of rooms filled with Ninjas and bats. Afterwards, you'll find your first Ninpo at the top of the stairs. Through the next room of Ninjas you'll find the stairs to the roof. There you can collect an Elixir of Spiritual Life and a Strongbow. Go through the portal to find the first boss.	You'll have to fight the Red Samurai again. First grab the War Hammer that Rachel left behind. Use it to take out the horse riders and complete the stage. The best move for doing this is the Raging Thunder. Time it so that you attack downwards just as the horses come in for the attack.

Shopping: In between each Phase, you'll be given the opportunity to save your progress and shop. Make sure that you save your game. If you die, you'll have to start back from the beginning if you don't save. Also, if you restart the Mission, it will put you at the beginning. You have to load your saved game to start part way through the Eternal Legend Mission. For this round, we recommend you buy the Armlet of the Sun to get some extra punch behind your attack.

Phase 2	
Enemies	Soldiers, Dynamo
Recommended Melee	Dragon Sword
Recommended Projectile	Windmill Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire Wheel
Items to Collect	Great Spirit Elixir, Explosive Arrows, APFSDS Cores



You'll have to fight a whole lot of Soldiers to get to Dynamo. Just like in the previous Missions, take out the Rocket Soldiers first and then worry about the rest of the guys.



This is the first time you get to fight Dynamo with the benefit of a wall that you can run up. Make use of it by performing the Divine Cicada Slash and he shouldn't be a problem.

Shopping: Buy the Lives of the Thousand Gods to increase your health bar. Don't waste your money upgrading the Dragon Sword. Although it will make getting through Phase 3 easier, it will ultimately set you back. One of the rewards for completing the upcoming stage is the True Dragon Sword. Struggle your way through this Phase, and you'll end up with a bonus Lives of the Thousand Gods instead of a useless upgrade.

Phase 3	
Enemies	Dragon Fiends, Jumping Bugs, Zombie Fiends, Hydracubus, Yotunfrau, Wolverine Fiends
Recommended Melee	Dragon Sword
Recommended Projectile	Incendiary Shuriken
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire Wheel
Items to Collect	Lives of the Thousand Gods, Kitetsu, Great Spirit Elixir, True Dragon Sword



You'll begin by fighting a few waves of Fiends. First you'll fight the Dragon Fiends, followed by a wave of several different types of baddies. The last wave of enemies that you fight is a whole bunch of Jumping Bugs. Use your Art of the Fire Wheel to keep them off of you.



The Hydracubus is back. This time he is pretty easy. Use your Flying Swallow to lop the arms off, and then use an Ultimate Technique. With the vulnerable eyes open, the Dragon Swords big attack will take off more than half of his life. Pick up the Kitetsu and the Life of the Thousand Gods after defeating him.



It doesn't end with the Hydracubus. Get ready to take on some more enemies. This time it is going to be some zombies. If you can get through this part in one piece, you'll probably end up with more life than you started with.

Finally you'll reach the end. Time to fight Yotunfrau one more time. This round, you face the beast in a smaller ring than any time you have fought it before. Make sure you use the walls to avoid his attacks and don't get overzealous. If Yotunfrau catches you in its claws, you're going to lose way more life than you can afford to.

Shopping: Stock up on elixirs to heal yourself. If you rely heavily on Ninpo, now would be a good time to upgrade it. However, it may end up being a waste of money if you never get any red essence.

Phase 4

Enemies	Fiend Soldiers, Cat Fiends, Oyster Fiends, Crab Fiends, Doku, Marbus
Recommended Melee	True Dragon Sword/Lunar/Dark Dragon Blade
Recommended Projectile	Incendiary Shurikens
Recommended Armlet	Armlet of the Sun
Recommended Ninpo	Art of the Fire Wheel
Items to Collect	Dark Dragon Blade, Great Spirit Elixir x2, Lives of the Thousand Gods



You'll begin Phase 4 by fighting some Fiend Soldiers. The smaller variety are vulnerable to the Incendiary Shuriken, so take advantage of that. After they're gone, you'll get swarmed by Cat Fiends and Oyster Fiends. These guys are fast, so switch to the Lunar. If you upgraded to the Inazuma Ninpo, now is a good time to use it.

After you take out the Cats, you'll fight several battles with Oyster Fiends and Crab Fiends. Switch back to your True Dragon Blade to make them dead. Soon, you'll be fighting the Helmet Ogres. By now, you should have a good method of dealing with them.



Doku comes back for one last fight. He is guarded by some pesky Purple Ninjas. Keep using the walls to stay above Doku to take him down one more time.



Before this Phase ends, you have to fight Marbus with an army of Cat Fiends. This can be real tough. Luckily, you get the Dark Dragon Blade just before this battle. Switch to it and make sure there aren't many Cat Fiends on the table at once. Keep their numbers low and chip away at the big devil.

Shopping: Stock up on Elixirs. Remember, if you have the maximum number of Great Spirit Elixirs in your possession, you won't be able to get another out of a chest. Instead, it will come out as a bunch of blue essence. You can use this to your favor by only buying one Great Spirit Elixir and then collecting the other one in Phase 5.

Phase 5

Enemies Sword Fiends, Oyster Fiends, Nicchae, Bats, Ishtaros

Recommended Melee Dark Dragon Blade

Recommended Projectile Doesn't Matter

Recommended Armlet Armlet of the Sun

Recommended Ninpo Art of the Fire Wheel

Items to Collect Great Spirit Elixir



The Sword Fiends come first in this last Phase. You should be a pro at managing their attacks by now. Keep focusing on the one with the least damage until there are none left. The chest of blue essence at the end of this battle is a life saver. Try not to use any elixirs because you'll be totally healed at the end.



Nicchae is rough because you need to make it through this battle without wasting all of your elixirs. It is best to stay away from her so that you don't get sucked up into her kick attack. Whenever she gets close, come down with an overhead slam and then roll away as fast as you can.



After Nicchae, you'll get swarmed with bats. Switch to the Vigoorian Flail and slice them up. You should be able to restore any Ninpo you used as well as most of your health.

You've faced Ishtaros and won before, only now you have to do it without any Talisman of Rebirth's and limited elixirs. Remember to stay mobile. If you sit in one place, she'll end your game in frustration. Charge up an Ultimate Technique when she lets you and you should be able to finish this one off.

Walkthrough: Chapter 1 - Way of the Ninja

Note: This Walkthrough will take you through the game on Normal difficulty. Each separate difficulty level has its own nuances, but the same general idea applies.

The first chapter is easily one of the shortest. This is a test chapter, something to wet your lips. Here you will hone most of the ninja skills we've already covered in the Basics section. Feel free to practice wall runs and combos to get used to the controls. When you're ready for your ninja test, head up the steps on the left. Your first message from Ayane is delivered in a throwing knife. She'll be offering tips throughout the game, especially in this first chapter. Don't be afraid to read her advice.

When you reach the taller wall, run directly up it to grab the ledge. Shimmy to the right and pull yourself up. While there is a path below you, it leads to a door that cannot be opened in the first chapter. Open the chest to the right. You need to continue to climb, so run up the face of the cliff on the left. Head up the tree stump. Two ninjas drop down and attack. Don't forget to block. They should be easy work.



With the ninja's decapitated, wall run across the gap and open the chest on the left. To cross the next gap, jump towards the tree limb. As you swing, hit jump again when you are at your lowest point to leap to the other side. Head down the hall and run directly up the wood slat wall. At the height of your run, jump to leap off and gain the higher ground. Two ninjas attack. Use the wall to get a devastating hit on them. When those two are dead, one more appears. Take him down and smash the two pots at the end of the tunnel for a little extra coinage. To get up to the Ninja Fortress, step into the alcove, run up one of the walls and then do the Mario leap back and forth. At the crest of your run, jump to the other end of the wall (just hit A) then continue to hit A each time your feet touch wall until you clear the hole.



Three ninjas await you in the next room. The walls are perfect to give them the runaround. Kill them, and then snatch the Map in the chest in the corner. Head through the revolving wood door. As you enter the room, a gate locks down, trapping you. Ninjas flood in. This is your first big brawl. Use wall runs to your advantage and don't forget to suck in some essences for a powerful attack. After defeating these enemies, the doors unlock.



Head through the small double doors and take care of the three ninjas in the hallway. Left down the hall you'll find two **Health Potions**. One is on the left against the wall, the other is tucked in the near corner on the right (*pictured below*). There's also a suit of armor, which holds a key. You can't get the key yet, so turn around and head to the other end of the hall. Go through the double doors at the top of the steps.



Brown ninjas drop like poop from a cow, but they aren't unlimited. Take them all out then kick open the chest for the lovely **Lives of the Thousand Gods**. Use this immediately, as it automatically increases your life meter. In the center wall, there's an alcove with a wall scroll. Slash the wall scroll to reveal a secret entrance. Step through. Enemies storm in through revolving walls. You need to hone your fighting skills and you should try to kill them all. When they are dead (or if you want to run away) go up the steps. There's a wooden trap door in the floor. Drop through it into a small cave below the Fortress. To the right, in a corner and hidden behind some jars is a **Great Spirit Elixir**. Once you have that, move through the cave. There are bats here, but they are easy to dispatch with a swipe of your sword. When you see the two torches blocking your path, look left. There's a chest in an alcove that holds the **Fangs of the Samurai**, which you need to get the key you saw earlier.



Destroy the torches in your way and hop up the steps, using a wall run on the wood planks to get to the walkway above. Two ninjas wait around the corner. Once they are gone, head into the attic. Before dropping into the hole, turn left to get a **Talisman of Rebirth** from the chest. Return to the statue and insert the Fangs to receive the key. Now head back into the room with the trap door. Fight the ninjas and this time step around the trap door. Do not fight any ninjas near the trap door or you will likely fall through and have to make your way to this room again. There's a wall scroll past the drop door. Slice it and head through.

There's a **Save Point** next to the stairs. Saving is always a good idea. Once that's done, head up the stairs and fight the two White Ninja along the way. Use the key on the door. When you enter, a gate comes down, trapping you. It's time for another ninja brawl. These guys aren't so tough. Remember to use the walls to your advantage. Yes, it is a little cheap, but right now you don't have many combat options. Once that's taken care of, heal yourself and step through the door. It's time to prove yourself in your first boss battle.

Boss: Master Murai

The first boss is a tough one. He's fast, he blocks a lot, and he has a deadly grab. Murai has three main attacks. Mostly he will try to use long combos on Ryu, which you can easily block. His second attack is a charge, which knocks Ryu back. However, if you are blocking, it will not hurt you so don't freak out about it. The last attack is the one that makes all of this very difficult. Get too close for too long and Murai will grab Ryu. Blocking doesn't help. If you see Murai's hand go forward, jump back to avoid the grab.



Attacks off the wall are very effective against Murai, but so are combos. Block as Murai does his attacks then when his combo string ends, launch into your own combo to do some real damage. Keep blocking and be patient. The only attack to worry about is the grab, it's the only one that can hurt you no matter what. The other attacks all look painful but can be blocked. Once Murai is down to about 15% health, the battle ends.

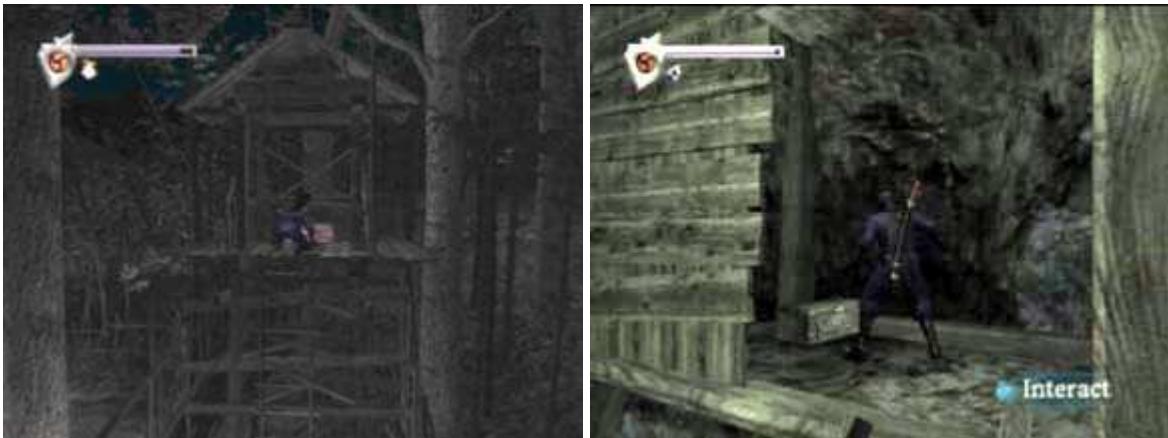
Walkthrough: Chapter 2 - The Hayabusa Ninja Village

This is where the changes made in Ninja Gaiden Black start showing themselves. Murai won't teach you anything this time around. In the left corner of the room is a vase. Smash it for a **Spiritual Elixir**.

Run back through the Fortress to where you first entered. There are no enemies along the way. Jump down the rabbit hole and continue to where you first started Chapter 1. You can take the path around the cliff as the once-locked doors are now open. Grab the scroll for the Art of the Fire Storm. Equip your first Ninpo, and then step on the elevator and ride it down. Turn around. Behind the elevator is a chest with a **Health Potion**. Wall run along the cliff to cross to the other end. Three armored soldiers attack. Take them out, and then grab the **Smoke Bombs** from the nearby chest.



Follow the path and you'll quickly hit a steep slope. As you reach the end of the slide, jump to grab hold of a nearby branch and swing to the other side. Should you miss, swim to the left side to find a spot where you can climb onto dry land. Either way, five enemies away. The one to take out first is the Sorcerer. He can teleport and his magic is deadly. Hit him hard and fast. One option is to kill an underling, and then use your Ultimate Technique to absorb his essence and unleash a deadly attack on the Sorcerer. When they are all dead, look for the ladder to the right of the path. Climb it to get a map of Hayabusa Village.



The path takes you to a broken bridge. No worries, Ryu is an excellent swimmer. Drop into the water and swim to the platform on the right. Push towards it and Ryu will automatically climb onto dry land. However, there's a secret here as well. Across the water is a tough to see little broken hut. Run across the water (walk off the platform and as soon as you touch water tap A rapidly). There's a chest here with a Life of the Gods (*pictured above*). Most excellent! Now that you have that, make your way up to the **Save Point**. Before heading up the steps and into the village, grab the **Health Potion** in the chest on the opposite end of the broken bridge.

Hayabusa Village holds several puzzles. The first are the statues you pass as you enter the village. One is missing a head. No worries, you will find that head soon enough. The next is in a hut on top of a slight hill, just past the statues. This giant stone edifice cannot be destroyed yet. You need a heavy blunt object, one you won't acquire for a long time. Don't worry, eventually you will crack this sucker open. Third is a stone circle at the end of the path. This one won't be dealt with for a long while either.



Before heading deeper into the village, take out the goons that attack you. Head down the first alley on the left. Inspect the dead body for some Health. Go back down the main path towards the stone circle. The dead body here has nothing, but there's a stone head next to him. Grab it and return to the statues. Place the head on the statue to receive the Life of the Gods. Collect nine of these to extend your health bar.

Look at the sets of houses. One has a low wood awning you can jump onto (*pictured below*). Additionally, you'll be able to pick up the combo-riffic **Lunar** in a vase on the ground.

Climb up and through the window and you'll find an injured Ayane. She'll give you the **Bow**. Drop down to the area below. There are quite a few goodies in this room, including some **Health**, and a **Ninpo Elixir**. Grab them then access the statue, which is actually a merchant. If you are low on Health, buy a couple of Elixirs, but be certain to purchase the **Wooden Sword** and the **Art of the Inferno**, which is a powerful fireball spell. When you're stocked up, step outside.



More baddies await, including a few re-spawning Sorcerers. Always hit the sorcerer first. Use your Ninpo if things are looking dire. Once the area is clear, move along the path. There's only one way you can go. There's a dead body on the right. Grab some arrows from it and equip your bow. As should be clear by now, anytime you enter an open area usually means bad guys are coming. This is true in the form of a pair of horse-riding goons.



There are two ways to handle these guys. You can attack them as they pass, leaving yourself more open to being trampled by the horse or you can shoot them off the horse. That's the better choice. This isn't an easy thing if your aim sucks. The main problem is that, while you are standing out in the open, you are open for attacks and the horse men like shooting arrows. The best tactic is to stand near the cliff wall in the path of the riders. Hold B to go into first person mode and aim high, following the rider as they move along the path. Wait for them to turn and come straight at you, and then fire. You will hit more often than not and once the rider is off the horse, the horse can't hurt you. Kill the guy. Once you do, another rider enters the arena. There are about a half dozen total, but continue this tactic and you will do fine.

Continue to the **Save Point** and save your game. Search the body on the ground to find a **Great Spirit Elixir**. Head to the bridge to face your next boss.

Boss Battle: Horse Captain

This ugly bastard can be really tough. You can't shoot him off his horse. Instead, switch to your shuriken. As the Horse Captain attacks, so do several Sorcerers. The shurikens can be used to keep a Sorcerer from casting his spell. The Horse Captain will run over Ryu, will stab him with his spear and drag him around, will f him up if you play stupid. One tactic is to dodge roll as the Horse Captain passes, and then slash and attack. Forget that tactic, there's an easier one.



Stand facing the unbroken gate. Wall run (run directly up the wall) and hit Y for a downward attack. This is a quick way to kill the Sorcerers that crowd you, but it's also the easiest way to kill the Horse Captain without taking lots of damage. Anytime you hear him coming, run up the wall and do the attack. Do not enter a combo afterwards or he may get you with a back slash. Just keep doing the same trick again and again. As you kill Sorcerers, they'll replenish your health. That sure is nice of them! Eventually the Horse Captain won't be able to stand anymore and will die. Yup, that's it. That's all you gotta do. If you mistime your jump and the Captain nails you, dodge roll out of the way, and then get back in position and try again.

Once the Captain is dead, pick up the scroll glowing on the ground. You can now use Counter Attacks. Head through the gate to end the chapter.

Walkthrough: Chapter 3 - Skies of Vengeance

Ryu is now in the belly of a Zeppelin. Should be fun. This is the first level where you'll likely need to use the map (which you'll soon find). Be sure to check the map (Black Button) to keep track of where you are and where you're heading. You start in an empty room with a **Save Point** in the corner and **Devil Elixir** on the table. Step outside into the hallway. Go into the next room directly across from you to nab **Health** from the room. Back in the hall, note the locked door behind you. You'll need an **ID Card** for this, but keep its location in mind for later.

Make your way down the hall, from room to room, until you reach one with a chest. This has the **Airship Map** inside. Once you grab it, two mercs crash through the window. Kill them and head back into the hall. Step into the final side room for one more **Health Potion** then go to the big door at the end. Several mercs are waiting. The baddies in white are the weaker ones, so go for the dude in black first. Be careful not to stand around too long blocking or you'll get grabbed. Use the walls and counter-attacks. Once the last one dies, he'll drop the **Wing Key**. Pick it up and head through the door.



From luxury cruiser to Star Trek. There are several exits in this room. The main door, straight ahead, is locked. There are spiral stairs on either side, each leading to a different area. The one on the right goes to a **Save Point** and doors you can't yet access, the one of the left takes you to the Merchant. Upgrade your **Dragon Blade** and buy the **Izuna Drop**, if you can, before returning upstairs. There are two other doors on the Main Deck, one on either side of the locked door. Take the one on the left first to get a **Life of the Gods** from a chest, and then take the one of the right. Though this one has nothing in it, there's another accessible door. Step through and take out the mercs inside.

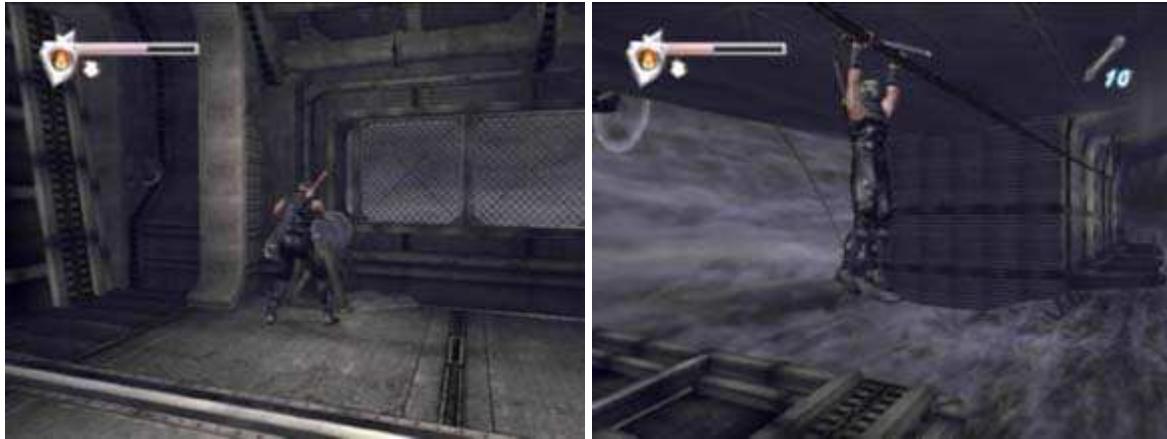
Take the door on the left to reach the Crew Compartment. There's a locked door at the end of the hall. The double doors at the other end of the hall lead back to the Main Cabin. Take the side door. On the desk is a note offering a clue to unlocking some of the doors in the Airship. There's also a **Map of Tairon** to be found here and a Scarab resting on the windowsill. Once you've got your goodies, head to the elevator. Walk past the computers and continue to the elevator on the other side of this room. Take it down. In the Fore Cabin, along with a nifty wheel, you'll find several goons. With your upgraded sword, they should be easy pickings. After killing the lot, a tougher merc appears. He's a pansy too. Block, evade his grab, and unleash quick combos. Once he's dead, grab the **ID Card** off the ground. Now you can buy a 40!



Enter the locked door next to the elevator. In the chest at the back is a **Life of the Gods**. Go back up the elevator. There's a locked door to the left. Take it, baby. Two mercs are waiting in the next room. Ace them and continue forward.

The next room is the one downstairs from the Main Deck. There's a Save Point here. Do what you gotta do, and then head through the door.

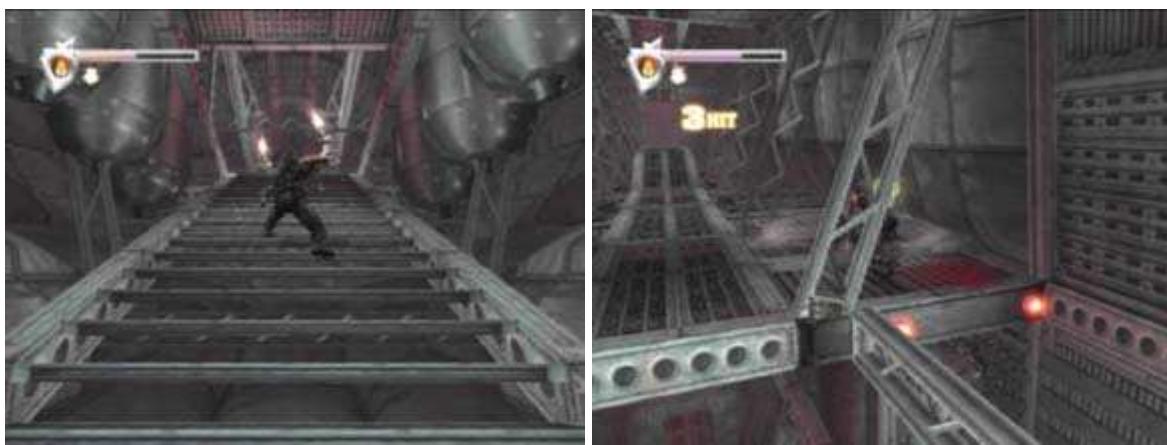
Destroy the small boxes in the room for extra cash before heading to the crank. Access the crank with X and continue hitting X to turn the crank. About halfway through, mercs crash the party. Kill them. Once they are done for, finish lowering the docking door. Take out your bow as a couple of mercs will be coming to shoot you from across the way. Aim and ace them before they can fire. Once it's clear, move to the edge of the platform and jump straight up to grab the wire above you. Shimmy across.



There's a goon in full riot gear waiting around the corner. While fighting him, be careful not to jump off the edge. A counter can help you get your enemy airborne and knocked over the side. Once he's dead, go around the walkway to get another Life Elixir. Return to the window with the giant tape X across it. Smash the window and jump inside. This is the power control room. Slash up all three sides of the controls until you get a short cut-scene. All doors are now unlocked.

The first unlocked room to visit will be the first one you couldn't access. Head back to the Living Quarters and through the door at the end of the hall. There are three treasures in the crate room, all of them in the back. Climb the boxes and make your way to the back to find two chests, one with a **Talisman of Rebirth**, one with a **Devil's Elixir**, and a **Gold Scarab** on the floor between the two. Head back to the Crew Compartment and through the once-locked door. It's on to the final sprint to the finish.

Start up the stairs until you spot two mercs. Block as they fire. When they reload, jump forward and attack. Take them out. Look up to spot the upper walkway. Climb the wall to get up and take down three more fools. See the giant box in the corner? Climb it. Run directly up the wall and jump off to get onto a secret upper catwalk where a **Scarab** awaits.



Continue along the catwalk until you reach an impasse. There's a platform to the right. Leap to it, and then leap to the next platform to the left and finally jump to more solid ground where three enemies await. Ace them and you are almost done. You might want to practice your dash technique. Jump and then hit X almost immediately for a quick slash forward. You will need it for the boss.

Climb to beige box. To get up to the next catwalk, run up the metal wall (opposite the hanging ladder) and leap off the wall. Two enemies stand in need of a killing. Take them down quickly. Look behind you to find a Save Point that is new to

this version of the game.



There's a ladder which leads to the roof, but you can't access the roof just yet. Instead, Mario jump between the two walls next to the ladder. You end up on a side compartment, at the end of which is a switch to unlock the hatch. Once that's done, drop back down and take the ladder up top. Time to fight tubby.

Boss: Dynamo

Dynamo can be quite tough if you don't know what you are doing. He has three attacks. If you stay far from him, Dynamo fires his laser at you. This can't be blocked, but if you run in a circle, it can easily be avoided. After three to five shots (it varies) Dynamo takes a moment to rest his arm. Get to close and he will try and smash you with his massive hand. To avoid, evade roll to the side. This always leaves Dynamo open for an attack. Lastly, and most deadly, if you get too close to Dynamo, he will grab you and do some serious internal damage.



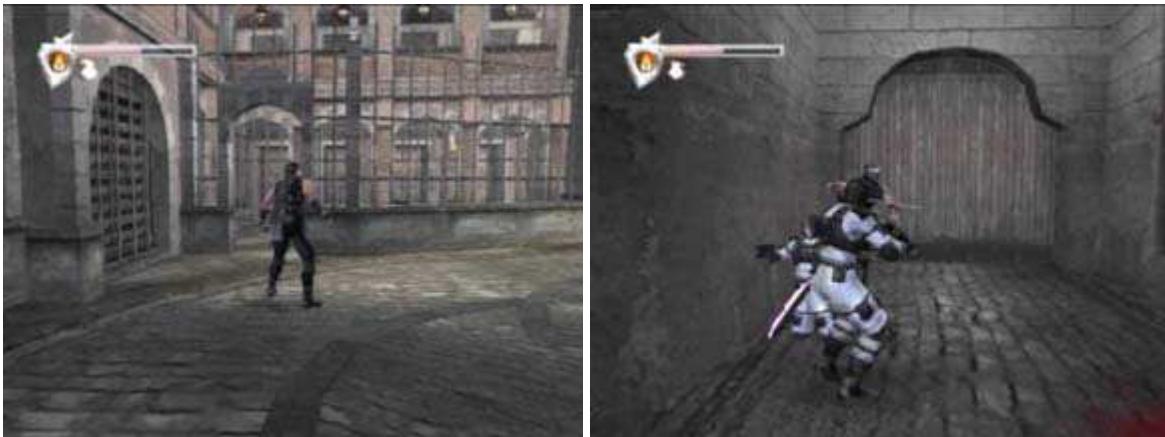
There are two strategies you can employ. You can run around Dynamo as he fires then attack with a heavy attack when he stops, quickly jumping out of the way and repeating again and again. Or you can keep him from shooting. Get in close, evade his grab and his smash and use the jump slash (A, Y) to slash at him quickly. This is the better, quicker option, but you have to be good at the evade move (Left Trigger + Left/Right on Left Thumbstick).

Dynamo's not all that tough if you can avoid his attacks, which is easy if you are skilled at evading or by just running him in circles. If he moves to attack, do not counter, but instead dodge. Once he misses, that's when he's vulnerable.

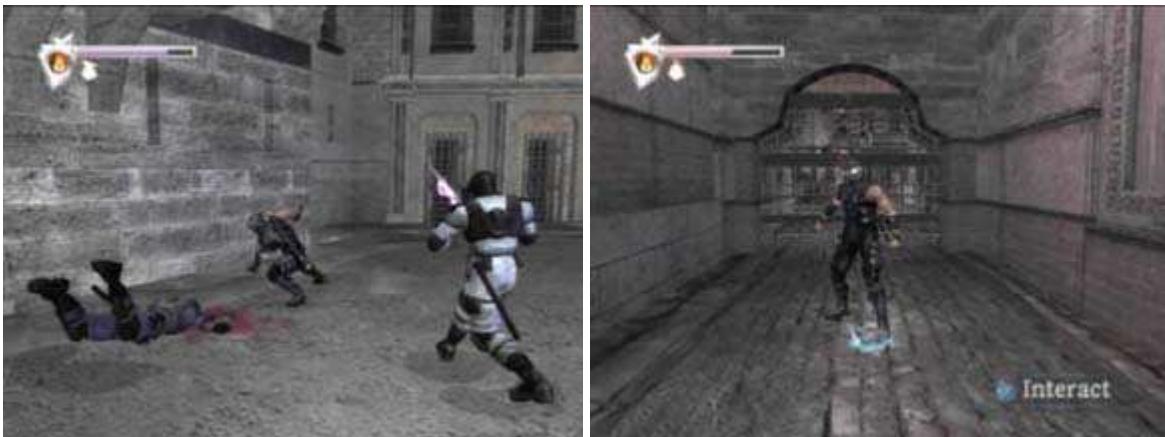
Walkthrough: Chapter 4 - Imperial City Infiltration

This is where the game truly takes off. Tairon is a massive city and will act as a hub world for much of the remaining game (you've just scratched the surface kid). There are numerous places you can't yet access, but keep an eye on your map to find landmarks quickly.

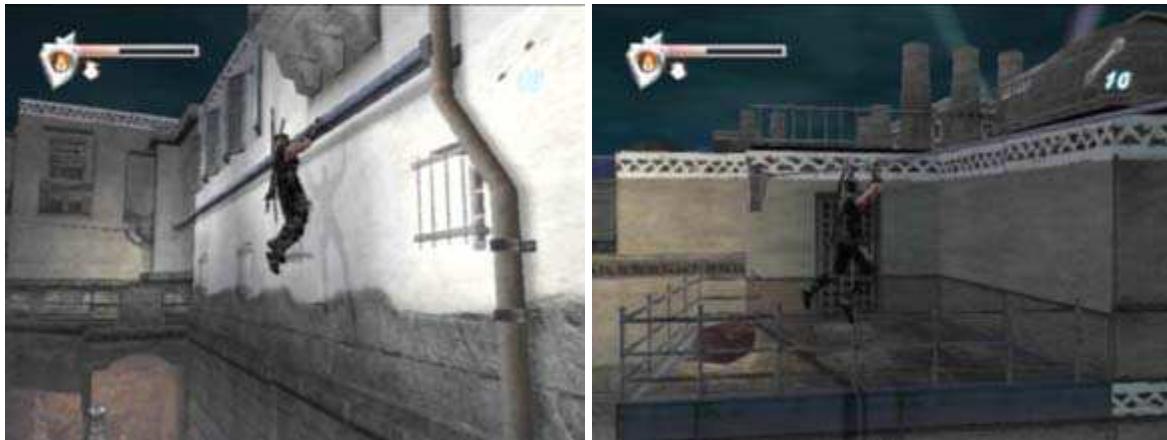
From the start, save your game at the **Save Point**, and then hop down to the street. Take out the mercs waiting for you and continue to Twin Serpents Plaza. This mighty statue has important value later in the game, but for the time being it's useless to you. Before heading down the only open street, look for a doorway near some gray bars. Inside is a chest with a **Great Spirit Elixir**. Head towards the unlocked gate that leads towards the Military Gate. Three mercs are waiting for you. Make them dead then head through the gate.



To the left is a dead ninja who has a **Guillotine Throw** scroll. Grab it and you have a new move. The large military gate cannot be opened yet (or for a while) so leave it be. The other dead ninja has **Arrows**. Go to the door with the red jewel. It locks and three mercs attack. Once they are dispatched, head through the jeweled door and kill the others in your path. There's a locked fence here with a skull symbol. You'll unlock this later. Ignore the stairs for now and make your way through the alley to a gate. Grab the **Stone Tablet (Top)** off the ground. Unlock the gate and place the tablet on the statue. One of three pieces down. Head back through the alley, this time taking the stairs down.



At the end of the line there are three things to contend with. First there are two enemies you can't quickly get to. One merc it in the far corner, the other on a balcony to the right. Step back to the cover of the alley so that the merc to the right has no way to shoot you. Use your bow to kill the other merc, and then step out and kill the one on the right. There's a note from Ayane letting you know to always follow blue. Note there is a blue ledge beneath the note. Don't take this yet. Instead, move to the stairs heading down. There's a blue ledge above these stairs. Wall run up and grab the ledge. Shimmy to the balcony, and then jump up onto the blue zipline and shimmy across to get to a chest with the **Lives of the Thousand Gods**. Jump down and take the stairs back to where you were.

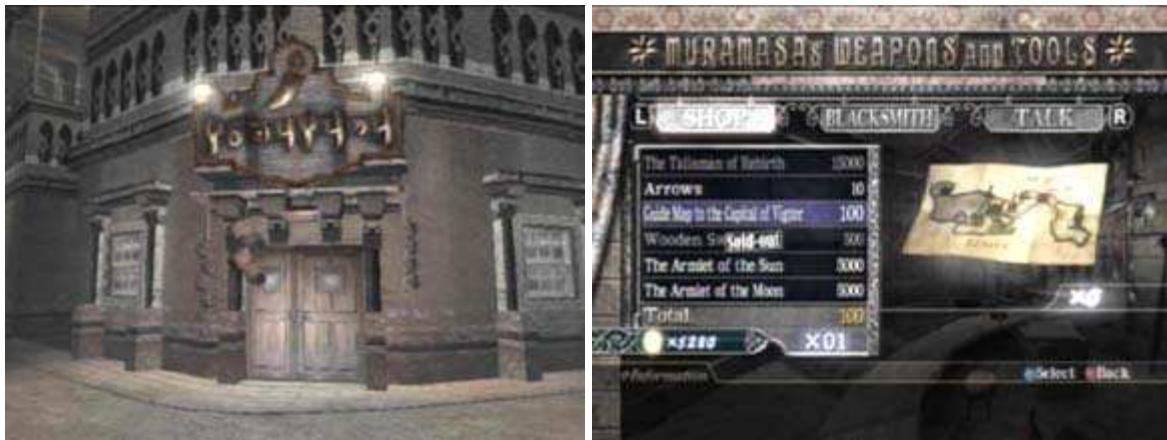


Take the ledge where you found Ayane's note and step over to automatically drop and grab hold. Shimmy and then climb into the alcove to claim your **Life of the Gods**. Drop down onto the street. Head through the yellow-jeweled door. Go down the alley, away from the Han's Bar and past the multi-jeweled door and hang a right. At the dead inspect the bloody body to earn yourself some Nunchaku.



Return back to where you were before the Nunchaku adventure. There's a blue-framed door with some stairs. Head up it and kill the three mercs on the stairs. When you reach the upstairs room powerful ninjas attack. They have incendiary shurikens. Stay on the move. If one lands on you (you will see the sparkle) to a Helmet Splitter. You can usually avoid damage this way when the shuriken explodes. There's only one place to go up here, a small open room with a chest. Inside is a **Spirit of the Devil**. Take it immediately, as it increases your Ninpo meter by one. Cha-ching.

Go down the stair and into the street. Take a right. Continue until a cut-scene shows the outside of a building. This is the merchant. Remember this spot. Head inside and talk to him. Stock up on goodies and be sure to use the Talk option. You'll give up your Scarabs for goodies. This needs to be your standard practice each time you meet the merchant. Purchase a **Map of Vigor** and if you have the cash, the **Armlet of the Sun**. Be sure to equip it! If you can't quite purchase the Armlet of the Sun, try upgrading your Lunar.



You can't get directly to Han's Bar just yet, so take a left out of the merchant shop to the green-jeweled door. There's a level to the right of the door. Pull and head through the now-unlocked door.



As you enter the street there's a fountain against the left wall. A **Scarab** is in there. Head over to the right side and look for a glowing blue section on the wall. At the end of this alleyway you can wall jump onto a small platform. Inside, you'll have to fight a group of the difficult Black Ninjas. The Lunar is great against these guys because they are so fast. Fight them off and then open up the chest full of essence. Go back outside and up the steps on the left. Fight a couple of ninjas and then go into the alley on the left. Mario jump to the landing above. Hop across to the next platform. See the blue stripe on the wall? Wall run on this and continue to follow the path to a dead ninja. He's holding **Suke's Diary**. Nice read! Go forward and grab the **Scarab** off the ground.



Continue until you reach a chest. This has a **Great Devil Elixir** in it. Yummy! Against the wall is a switch. Pull it to unlock the multi-jeweled door below. Drop down to the street and fight some peeps. Go through the door. Han's Bar is easy to

see, but when you near it, a cut-scene shows you need a ticket to the party. D'oh!. There's a **Save Point** just past the bar. Use it.

You need to see the Merchant to get a ticket, but before doing that, not the alley to the left of Han's Bar. See the blue lines? Your goal is to wall run along one line and as that wall ends, jump to wall run to the next line. Do this three times to get up to a platform. Waiting for you is the **Windmill Shuriken**. There's also a giant **Silver X**. Touch it to be fully healed. You can return to this at any time! Once you're freshened up, drop down into the alley. In the back, on the ground, there's a **Gold Scarab**.



Return to the Merchant. Buy something from him and when you exit the menu he'll give you your **Ticket**. As you reach Han's again, a cut-scene ensues. You get your first glimpse of Fiends and of the voluptuous Rachel. That's the end of the level, yup, no boss this time around. Lucky dog.

Walkthrough: Chapter 5 - City of Fiends

The plot begins to thicken. If you thought your human opponents were tough, you're in for a lot worse as fiends come into the picture. At the start of the chapter, Ryu is on the roof of Han's Bar. There's a **Save Point**, a chest with the **Lily Key**, which can be used to unlock one of the remaining locked doors in Tairon, and a note from Ayane to check out the Dworku Monastery, which is across said Drawbridge.

Instead of taking the ladder down, go to where the man in the trenchcoat took his leap of faith. Drop to the balcony below and kick the chest for a **Spiritual Elixir**. Continue down a series of hallways, killing as you go. Be sure not to miss the chest by the entrance of the second hall. You'll eventually reach an old **Arcade Cabinet**. This is where you will play the original three Ninja Gaiden games when you've unlocked them. On the bar, just past the Arcade Cabinet is a **Devil Elixir** and a **Map of Dworku**. Grab these and head outside.



Head north, through the large gate to Clock Tower Plaza, and continue North through the Yellow-Jeweled Door. To the right is the Lily Door, which can now be unlocked. Move through the alley, killing as you go. It won't be long before you reach a dead end, but don't sweat it.

Remember how you ran along the blue-lined wall? You can do so again (even if the wall isn't fitted with blue trim. Start before the corner that leads to the dead end. Run along the wall on the right and as you near the corner, jump. This will "turn the corner" for you and get you some altitude, now jump again before you reach the dead end to leap over the railing. Grab the **Spirit Elixir** and head down the stairs.

Welcome to Moat Road. Don't worry, you'll be swimming with those giant fishies later on. Make your way through the uneventful tunnel, passing the Pegasus Gate for now (since you don't have the Pegasus Key), until you reach a gate. There's a lever you can pull to unlock the gate. Go for it, but don't go through the gate. Save your game at the **Save Point** and hop up the steps.



You are now in Drawbridge Square, a place you'll be seeing several times. The Drawbridge is currently still closed. Take out the annoying mercs in the square, and then head through the door and go North. You'll meet your first RPG-wielding merc. Take him out first. Wall run to avoid the RPGs, and then dash and slash his head off. Take out the rest. The cracked wall at the end of the alley can't be destroyed yet, but keep it in mind for later in the game. Take a few steps back and you should spot a break in the buildings. There's some railings and on either side is a small metal platform. One has a chest containing the **Pegasus Key**, the other leads to a **Gold Scarab**. To get the Scarab, run along the wall to the right. Don't jump. You will have enough steam and height to get to the landing with the Scarab.



With Scarab in hand, drop down and follow Moat Road to the Pegasus Gate. Pull the lever inside the gate to lower the Drawbridge. Return to Drawbridge Square, kill the mercs awaiting your arrival, and then cross the bridge. There's a lever on the other side that retracts the Drawbridge, but there's no real value in using it.

Head up Drawbridge Hill. At the top you'll be greeted by a couple of Black Ninja. There's a **Save Point** and a **Scarab** in the alcove just ahead. Though there's a path to the left and right, both take you to the same spot. Take the one to the right, because there's a Spirit Elixir in a chest along the way. When you reach Monastery Plaza, the gates close and several mercs attack. Mop them up. The gates lower, but of course the main entrance to the Monastery is locked. Take the path to the left.



You'll quickly pass an alleyway. Take it. Fight the Black Ninja who attack and grab the **Great Spirit Elixir** from the chest. Exit the alley and continue along the path to the Monastery Inner Clearing, where more mayhem ensues. That mayhem comes in the form of another locked arena. But after a few seconds fighting the mercs, a fiend leaps down and eats them for you. Unfortunately, the fiend has friends and all of them are hungry.



There are three total and they can be tough if you're not careful. These dino fiends have two very dangerous attacks to compliment some rudimentary swipes. First is a grab with their teeth in which they thrash poor Ryu around like a rag doll. To avoid, use the same tactics as with all other enemies and keep on the move, jump back when you see the fiend preparing to lunge. The other attack is a charge, which can be blocked. This usually comes from the other dinos when you aren't fighting them. Single out one enemy and put it to him first. The quick attack is a good idea, but the dinos are only vulnerable up front. If you keep a combo going, they are helpless, but the minute your combo dies, get out of the way. Try not to center the camera so you have a more pulled-back view of the arena, where you can see the other dinos if they approach. Stay on the move, combo and run. When these are dead, watch a short cut-scene, dry your hands, and prepare for an incoming boss battle.

Boss: Hydracibus

This beast looks tough, but he's very easy if you know the proper strategy (which you are about to). First you should know how this boss works. For all its icky looking tentacles, it only has two (think of them as arms) that do any damage. In fact, they are the only parts of it that move. The tentacles have two main attacks. The first is the freak out, where the tentacle stays close to the body and flops quickly. Easy to avoid by backing away and if you try and attack it's almost impossible to avoid getting smacked. The other attack is a long sweep. This is easy to see coming and as long as you are paying attention, you can jump over the sweep. Cut off both tentacles and the body becomes vulnerable for you to unleash multiple combos before the tentacles reform.



Your strategy, and then, is to dismember the beast repeatedly. The good news is, when you cut off a tentacle it leaves behind something good, usually health but sometimes cash or a rare Ninpo refill. If you've cut off both limbs, you can absorb the two items to unleash your Ultimate Attack, which is a good idea. The only thing to watch out for is that the beast sometimes spits up fireballs. However, if you stay close to the fiend, you won't be hit. In fact, even if you aren't near the fiend, it's tough to get hit by these things on purpose, so ignore them.



The keys to this battle are staying away when the tentacle is spazzing (move to the other tentacle when this happens), use your quick slash (A, Y) to sever tentacles faster, and unload your combos when the beast has no arms. Easy enough. When it's all done you get one of the sexiest cut-scenes ever made. Enjoy.

Walkthrough: Chapter 6 - The Monastery

The Hydracubus left a convenient hole in the wall, giving you access to the Monastery Annex. In the Courtyard are two chests containing a **Life of the Gods** and a **Great Spirit Elixir**, plus a **Save Point**. Step into the Annex and go up the stairs, grabbing the **Health Potion** from the chest along the way. After your short jog, you'll run into some bats. Don't jump around trying to whack them, instead let them come to you and swipe with your sword from the ground. Make your way downstairs and use the Merchant Statue if you need to power up.



Outside there's a chest with a Devil Elixir and several Wolverine Fiends. These baddies are fast, but you can survive with some skilled blocks. After they're dead, continue forward and search the dead ninja next to the Monastery entrance to snag a **Map of the Monastery**. There's also a **Save Point** here, which you'll be thankful for after finishing your tasks in the Monastery.

Inside the Monastery, right after you reach the top of the ramp, there's a chest with a **Health Potion** between the two main support columns. Grab it and go left to grab a **Devil Elixir** in a chest tucked to the side. Across the hall to the right is another door. Before going to it, though, head up to the altar to face a new menace. Two Grim Sorcerers appear. These are like the other Sorcerers you face before, only deadlier. They spawn Wolverine Fiends and can cast a spell that holds Ryu in place for a few seconds. Anytime you see a shaft of green light, jump away quickly. Target the Sorcerers first with jump attacks (A, Y), and then go after the Wolverine Fiends. When all are dead, step up to the altar. Looks like you need to find a relic before you can access it. Go through the door you just passed up.



Make your way to the Archive. As you enter, the doors lock and a couple of Grim Sorcerers and Wolverine Fiends attack. Use wall runs to gain altitude to quickly dispatch the Grim Sorcerers. Once the room is cleared, do some light reading. You can learn all kinds of stuff by grabbing the blue books on the bookshelves of both the first and second floor. You'll have **The History of Vigoor I-IV** plus **The Emperor, Lord of All Creation** -- true page turners!

On the second floor are several glass cases. Smash them each and retrieve the **Health Potion**, **Stone Tablet (Right)**, **Incendiary Shuriken**, and **Scarab**. Check out the sphere sculpture. What's it mean? Who cares, lets go kill stuff! Turn around and look for a third tier to the Archives. Go up to the checkered spot on the wall, run up it, and jump at the peak. Grab the **Scarab** and make your way to the cracked wall. Equip the Incendiary Shuriken and chuck it at the crack. Ka-Boom, baby!



Sorcerers and Fiends await just inside. Kill them and continue through the next door. You're now on a ledge above the altar. Go right (with your back to the door). There are two chests here with goodies. First jump off to the right onto the white balcony and nab some **Health**. Return to where you were. The next chest is on a beam to the left of the balcony you were just on. Use the first person view to make sure you are lined up and then jump off. Grab the goodie and return to where you were. Now head the other way along the ledge. Two goodies await here as well, with a **Great Devil Elixir** and **Scarab** at stake.



When you have the goods, head through the door and into the Monk's Room. On a gold pedestal next to the desk, you'll find **Raptor, Deity of Sentiment**. Go to the desk and read the monk's diary entry. This is a combination clue. The safe is to the right of a large iron gate near the desk. To unlock the safe, you need to enter the combination correctly:

- Hit Left Trigger until the dial is on 2
- Right Trigger until dial is on 7
- Right Trigger until dial is on 1
- Left Trigger until dial is on 2

Inside is the **Book of Eons**, which you need for the altar. As you grab it, the door locks and baddies attack. Take them down, young Ryu. Head through the door onto the ledge above the Altar (it's not time to access that locked gate yet). Drop down to the floor below. Baddies attack. No sweat for you, right kid? Place the Book of Eons on the Altar. Before hopping down the hole you just opened, go back to the Archives. There, you be confronted with what seems like an endless string of enemies. Don't worry, they'll stop coming eventually. When they do, climb up to ledge below where you found the second Scarab in this room and you'll find a chest with a **Spirit of the Devils**.

Go back and drop down through the hole. Kill the bats and search the room for loads of goodies. There's a body with some **Incendiary Shurikens**, a chest with a **Map of the Underground Cemetery**, and a **Scarab** in the corner. Use the **Save Point**, you got a ways to go.

When you're ready, go through the gate into the Corridor of Doom. That sounds promising! On one end of the tunnel is a giant statue head, perfect for rolling, at the other end is a cracked wall. Use an Incendiary Shuriken to blow up the wall. As soon as that wall blows, run forward. The head will begin to roll, shaken loose by the explosion. This is a long race away from the head and any mistake will usually result in your being squished by said head. At the start, stay to the left and run along the wall over the first path of spiked floor. Run along the left wall past the second spiked floor.





Move right and you can run past the next two spiked floor traps. As soon as you pass the next, go left and run under the falling column (no need to jump) and then quickly go right under the next and then left again under the final falling column. Stay left and make a short jump over the next patterned spiked floor. Move right and run past the next set of spikes. Hop straight over the next spikes and then do a wall run over the final spikes. Keep running and a cut-scene shows your final escape. Phew!

Leap from wire to wire until you are on more-or-less solid ground. There's a **Save Point** and a chest with a **Great Spirit Elixir**. Make your way down. There are several ways to do this, any way is fine so long as you don't jump straight down the center of the cave. You'll eventually reach a dead end with two gates and an altar. One leads upwards, where you just were, the other, on the left, takes you where you need to go. That altar needs a holy item and that's what you are off to retrieve.



Kill the new enemy, the Wasp Fiends (the Windmill Shuriken works wonders), and get to the bottom. There's a goodie in here you will want to grab before continuing down to the next section. Standing on the giant nickel plate, you can go right and head lower or go left into a seeming dead end. Run up the left wall and grab the **Scarab**. Turn around. Jump onto the next platform, turn and jump up to the next one. Facing the wall, wall run to the left and jump as you near the final platform. Kick the chest open and grab the **Life of the Gods**.



Go down the steps. There's a Save Point at the entrance to the next part of the cavern. Hop down to the bottom once you've saved and take out the Wolverine Fiends. Enter the tomb. There's a **Scarab** immediately on the right. Move through the tomb, fighting bats along the way, and nab the **Spiritual Elixir** at the end of your run. Step onto the elevator and use a downward attack (A, Y) to activate the switch and send the elevator down.

Wolverine Fiends attack as the elevator descend. Once they are dead and the elevator stops, head through the door. To the right of the door is a chest with Vigorion Flails. These babies are awesome when powered up, but at the moment aren't all that awesome. Very fast and very deadly for quick-moving fiends. You should stick with your sword for now, though.



Head to the main tomb. Some Wasp Fiends await. Go have fun with them. Jump and throw the Windmill Shuriken. When they are finished, a gorgeous cut-scene cues and some new foes are born. These guys are the toughest you've yet to face. Yowsa! There are four types of weapon-wielding Crypt Fiends to be wary off -- mace, axe, sword, and bow. The mace, axe, and sword Crypt Fiends are the same thing with a different weapon. These guys move very slow and all of their attacks require them to wind up before the swing. Keep on the move. Use the wall to get behind enemies and

attack, but when they are about to swing, run off and attack someone else.



Crypt Fiends also have a nasty grab. They cock their head and lurch at Ryu, tackling him. Hit X repeatedly to get free. To avoid this, lop off heads as combat starts (use the jump dash attack). They still attack without heads, but can't do the grab. You can also stop a mighty swing by jump off of a Crypt Fiend's head. Always go for the archers first. They only have a ranged attack and are very annoying, so get in close and take them down. There's one on either end of the crypt. When all enemies are dust, grab the **Grail** and exit the room.

More fiends are waiting here, more so than in the main tomb. Attack the archer on each end first. You can run, if you want, or stay and fight to earn some extra cash. Once you are done (either way) return to the elevator. Hit the switch to ride it back up. You'll have to fight more Crypt Fiends on the way up, though. Halfway through the ride, one of the fiends stops the ride. Kill all the ones on screen and the switch pops up. Hit it again to complete the journey. Head through the tunnel and up the ladder. There's a slew of Crypt Fiends on the floor. You can fight them or flee, it's your choice.

You need to get that giant covering open, but the old way of cranking the chains just isn't possible. Head up the ramp, you need to get the Grail to its home. However, there are a few archers standing in the way. Equip Art of the Inferno and use your Ninpo on each one. It's very tough to fight it out against them on such small surfaces, especially with others attacking. Use the Devil Elixir to replenish your magic if needed. Once they are dead, make your way to the top of the ramp.

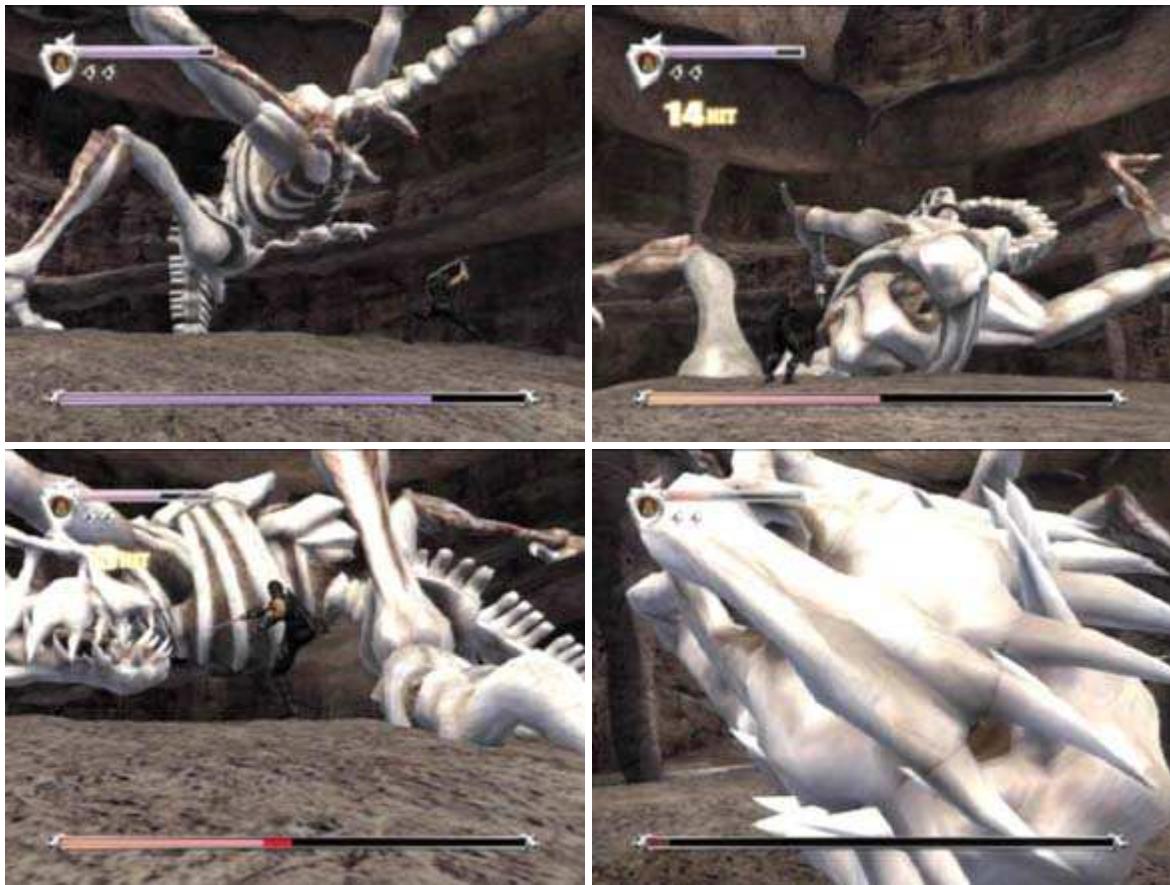




Once you are back at the bottom of the Upper Area, make your way across the platforms to get to the chest you opened earlier. Turn you you'll see a platform ahead. It's a long jump, but you can make it if you jump towards the right corner of the platform. Jump across the gap to get to the next room. Climb the steps and go through the gate to get back to the skeletal dinosaur. Walk over to the altar, give up the Grail, and ready yourself for a dino battle.

Boss Battle: Bone Dragon

Good ol' Bone Dragon. This is one mighty big, but mighty easy boss. The T-Rex is a simple foe to beat. He has four limbs and he'll lay one down on the earth. Run up and attack it. As you do, the T-Rex chucks a pair of bones at you. You can block the first, but that knocks your arm back so you can't block the second. Instead, roll dodge to avoid and continue to attack. After doing enough damage, the bone shatters exposing the flesh beneath. The dino switches to another foot.



Continue on your pattern. Occasionally, the T-Rex switches feet on its own. Back off when it does. Often when this happens, the T-Rex swing its tail. Stay back and jump over it. If the T-Rex raises its paw at all, get back. It's about to do a

grab (which will do massive damage). The only other attack to worry about is the head snap. Watch for the T-Rex to go still and rear its head back. Move to one side of the screen as the head comes straight. Attack once it's at the front of the screen.

It doesn't take much to take down Rexy, just some patience. He dies and the chapter ends.

Walkthrough: Chapter 7 - The Hidden Underground

The fall of the T-Rex opened the way to the underground. Grab the **Lives of a Thousand Gods** from the ground and head back down towards the bottom of the pit. Search the walls to find a **Scarab**. Go through the door and into a hall of Sarcophaguses. Four archers await. This can be tough, but you have some Ninpo, it's recommended you use it between two of the archers. Two down, two more you can handle mano-y-mano. When you're done, go through the next door.



The next small room is uneventful, but has a merchant. That's a very good thing. Upgrade your Flail and Dragon Sword, they will be useful in the coming chapters. Restock on supplies and don't forget to talk to the merchant to give him your Scarabs. The next room has a chest with a **Map of the Hidden Underground** and a **Save Point**.

Be sure to save and then step into the next room. Don't take the bridge yet. There's a **Scarab** to the right and a chest with a **Life of the Gods** to the left. Now go ahead, walk onto the bridge. Halfway across, the bridge goes kaput! You drop into a den of fiends. At first there are just Crypt Fiends (no archers, thankfully) but as the battle progresses, Wolverine Fiends appear. Kill them quickly and use their essence to perform the Ultimate Technique against the Crypt Fiends. Once everyone is dead (again) check out the surroundings. The main door is locked by two scythe arms. There is a red and a blue door. Complete each of these rooms unlocks one of the arms. You can choose to do them in any order.

Blue Room

This is the tougher room, and so it's sometimes nicer to take it on first. When you enter, there's an archer in your face. Kill him quickly. There are also two other archers across the way. Grab arrows from the dead body and move back against the entrance. Equip your bow. Drop down to the floor below and go about halfway. You are now in range of the archers. Block and wait for them to shoot, and then aim at one and fire three quick arrows. Block and take down the other one. Grab the **Scarab** on the ground beneath the archer's ledge. Head back to the steps and get the treasure from the chest. Refill your arrows at the dead body. It's time to do the platforming aspect of this challenge.



To the right of the dead archer is a red switch. If you shoot it a blue bridge appears temporarily. However, there's still the matter of the spiked pendulum balls. You can shoot the pendulum switch at the top to slow the pendulum. This takes some time though and the bridge won't last forever. The best strategy is to shoot the first pendulum, and then shoot the switch to activate the bridge. The send pendulum is easy to avoid, just wait for it to swing left and run past. Quickly shoot the next two switches, jump the gap and then at the last gap, wall run. Now that you are where the pair of archers once stood, you can complete your task and press the Blue Switch. Return to the central room and take the Red Door.

Red Room

This room is a bit easier. There are three archers. The first is in the center of the beam you must traverse, the other two are, just as with the Blue Room, at the back. Take a step out from the entrance and quickly plug the middle archer. With him dead, you can deal with the rest. Grab the Great Spirit Elixir from the chest. Drop to the lower level and snag the Devil Elixir from the nearby chest. You can use Incendiary Shurikens or arrows to slay the two archers.



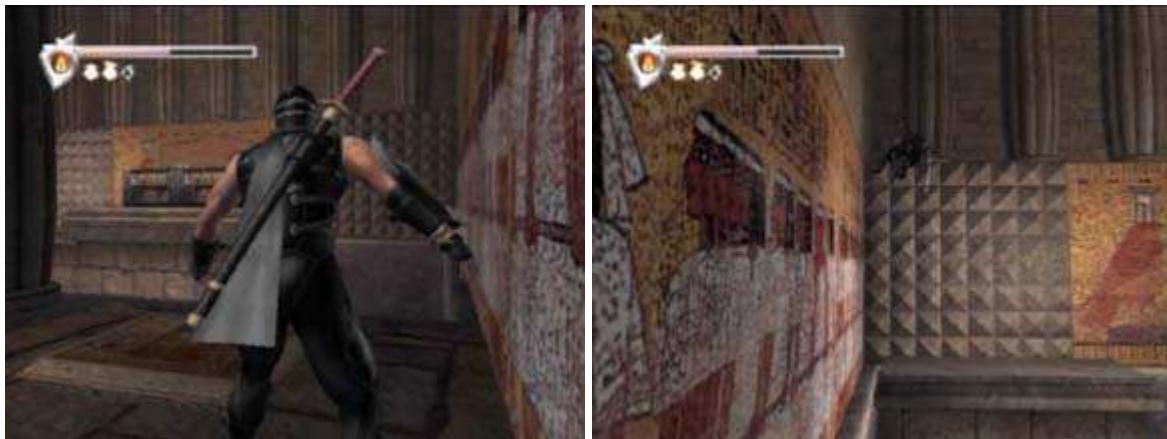
Once they are toast, head to the beam. You can certainly get through this without slowing down the pendulums, since the walkway isn't going anywhere. However you should slow the pendulums in front of the spiked sections so you can easily leap over the spikes. Get to the other side and push in the switch. The door in the other room is unlocked, get to it.

The room you've worked so hard to get to is pretty uninteresting. The only thing in it is your buddy the Hyrdacubus. Take him down the same way you did before. Once he's dead, the wall outside changes. Grab the **Lives of a Thousand Gods** from the floor and exit the room.

The piece of wall that's now jutted out is just what you need to get on up. Stand between it and the main wall and Mario-bounce to the top. Grab the purple **Jewel of the Demon Seal** from the throne. This increases the power of one of your Ninpo. Use it to boost the Inferno spell. Head into the next room and use the **Save Point**. Run down the long hall. Two archers wait, so use wall runs to dodge the arrows. Leap into the room to fight about a dozen Crypt Fiends in total. When they are dead, search the fallen ninja and retrieve the **Art of the Storm** scroll.



Step into the Chamber of Everlasting Sleep. There's an item on the sarcophagus you need, but as soon as you step on the floor, the Sarcophagus rises. There's a switch on the right half of the raised area. Stand on it to lower the Sarcophagus again, and then cross the stairs to the left half of the raised area. As long as you don't step on the lower floor, the sarcophagus won't rise. Run along the wall. You'll turn the corner and drop on top of a stone platform. Jump from there onto the sarcophagus and grab the **Wolf, Deity of Wisdom** statue. You may notice a Scarab up high. No sweat, you will get that soon enough.



Grab the Skull Key, which is also clutched to the mummy hand and head through the gate. As you do, a cut-scene shows the water break and Ryu is shot through the tunnel. Swim down and grab the **Scarab** on the floor. Swim through the tunnel and come out the other side. You can't yet access the lift here, but you should save your game at the Save Point. Return to the Junction Chamber and swim into the elevator. Take it on up, back to the Monk's Room. A couple of ninjas await. Ace them, but don't exit just yet. Remember the notebook you read earlier? Return to it and read it again for a new entry with a new combination for the safe (Right 1, Left 4, Right 1, Left 0). Enter this combination to earn a **Life of the Gods**. With that in hand, head through the door. Drop down to the ground below. If you didn't go back into the Archive to take on the Fiends before entering the Tombs, enter the door into the Archives now. Kill the near endless supply of Fiends. When the dust clears, you'll earn a **Spirit of the Devil**. Now, heal yourself and step to the altar. The sexiest boss battle fight ever is about to begin!

Boss: NC-17 Queen

This is one of the tougher bosses in Ninja Gaiden, certainly the toughest you've faced. The NC-17 Queen requires patience and a lot of dodging. Your best hope is to use your dash attack to leap into the air and strike her quickly. Don't use it haphazardly, however, because she can easily dodge. Instead, use it after avoiding one of her attacks. Once she is hit, she usually falls to one knee allowing you to use Ninpo (she almost always dodges otherwise) or combos. To stay alive, you'll need to be ready to avoid her many attacks:



Combos - The NC-17 Queen has a short combo she unleashes if you get too close for too long. It's easy to avoid though. Don't try to counter, just block and then attack after she's done her flip kick.

Charge - When you are far away, she'll go parallel to the ground and thrust forward. Do your dash attack to slash her and avoid being nailed.

Fireballs - She creates several purple fireballs. Don't attack, just run in a circle to avoid.

TK Grab - When you're near, she sometimes drops a shaft of lift. If you touch it, you'll be grabbed by a TK bubble and she'll do slice off about half your health.

Close Grab - Fighting on the ground, block too long and she'll grab you with her leg and make with the breaking. Keep your distance if you aren't attacking.

Stone Throw - In the air, the NC-17 Queen uses TK to break a stone column and toss two pieces down at you. Jump or roll evade out of the way. Try evading towards her so you can attack after the second pillar misses.

Foot Stomp - A slam down from the ground that can do grievous damage. Jump out of the way when she pauses in the air.

She's a tough nut to crack and learning the timing of her attacks is a matter of trial and error. Keep at it and don't get ambitious with your attacks unless she is stunned on the ground. Once you've beaten her, keep your eyes peeled on the cut-scene. Interesting, turns out her name's not NC-17 Queen afterall.

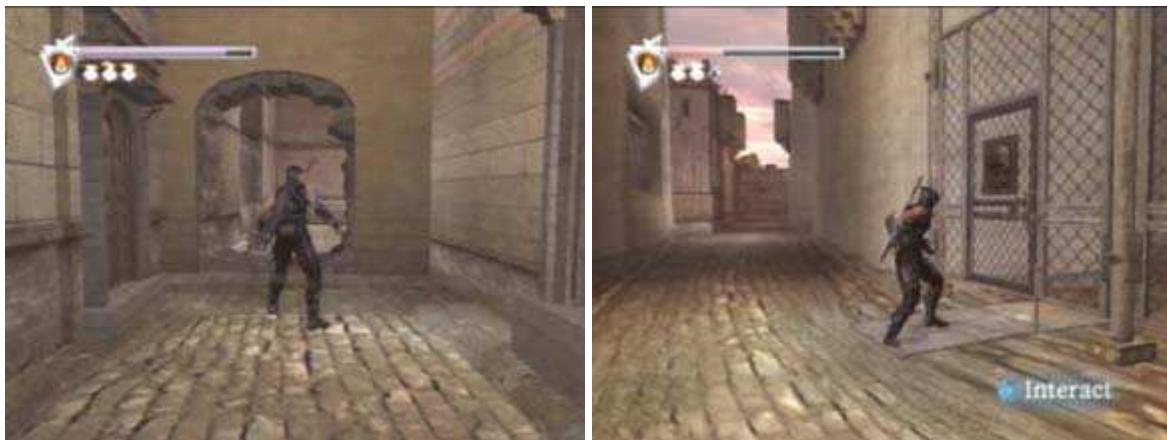
Walkthrough: Chapter 8 - Tairon Under Attack

The military is cracking down. Tougher mercs can be expected, but don't sweat that, you're a ninja! Before heading off, go back into the Monastery. Among the rubble, to the left of the Altar, you'll find your baby's War Hammer. Head back outside and save your game. Another good move is to run around the corner and stop by the Shop. You can upgrade your Lunar to it's final form now and restock on any items you may need.

Your next move is to crack the military base in Tairon (it's near the Twin Serpents Statue). Go through the large gate and fight your way through the military. Follow your map back to Tairon. The two large personnel carriers can be a hassle, but you can use Incendiary Shurikens to blow up the turrets and render them harmless. Take out the grunts and go through the door.



Follow the path to the cracked wall you couldn't break before. Use your Incendiary Shuriken to blow it and grab the **Smoke Bombs** from the chest. Follow the path and use the map to get towards the Military Gate. Remember the Skull Gate you passed long again? It's on your way to the Military Gate. Use your Skull key and grab the **Scarab** on the ground and kick the chest to get a **Health Potion**. There's a merchant here if you need it.



Head to the corner where there's an overhang. Run up the wall and jump off to get onto the overhang. Jump off the overhang to the wall and push forward to run straight up the wall (centering the camera helps here), and leap off when you reach the height of the run. After climbing to the second ledge turn around and look to the left. A **Scarab** is hiding on another ledge. Jump to the wall and press left to run the length of the wall to the Scarab. Return back to the second ledge and make your way through the building until you reach the **Strongbow** hanging on the wall. Switch out bows. You'll need to come back here in a bit to use that window, but for now there's nothing else for you here. Drop down and head to the Military Gate.



As you enter the courtyard, the two turrets lay fire on you. Run to the gate, blocking and evading to avoid taking damage. Fill up on arrows from the dead body. Get against one side of the wall and block as the turret fires. When it stops, aim and fire two shots just above the guns. The guard falls to his death. Move to the other wall and take out the other goon. A helicopter comes (lousy 'copter!) You can't hurt it, so don't bother with arrows. Get to the gate so the chopper can't get behind you and then hold down the Block Button. Don't let up. Keep blocking and eventually the 'copter gives up and retreats.



Look up at the window of the building across from the gate. There's an open window and RPG-wielding baddies inside. Take him down with your bow. If an RPG comes at you, jump out of the way. Once they're dead, a cut-scene shows the bow, but heck you already got it. Return to that spot and look through the window aim at the switch and hit it to lower the Military Gate. Run through the now open gate to end this little chapter. Hoorah!

Walkthrough: Chapter 9 - The Military Supply Base

Now you're in the military base, which means you are gonna have fun battling a lot of military hardware. Stop at the **Save Point** and give yourself a save, and then head down the tunnel. To the left of the tunnel exit is a **Scarab** (turn around and you'll spot it easily). There are two turrets and a Personnel Carrier. Run forwards and stand directly in front of the Personnel Carrier. Jump and throw your Windmill Shuriken three times to destroy the turret. Now run right and go to the crate against the building for **Explosive Arrows**. One shot will kill each of the men in the tower. However, once you take out one, hardcore military men pile out of the Personnel Carrier in pairs. One is a grunt, the other has an RPG. Take out the RPG first and fight them alongside the Carrier so it shields you from the turret fire. When you've killed all the footsoldiers, step out and block the turret fire. When it stops for a reload, aim and fire. The dead soldier drops the **Warehouse Key**. Grab it and use it to open the Warehouse door.



There's a puzzle to be solved here, but first round up all the goodies. Immediately to the left of the entrance is a chest with a **Life Elixir**. There are two crates in between the second and third row of trains. Smash these for a **Devil Elixir** and a **Life of the Gods**. There's also a **Scarab** to be nabbed. Look for the ugly box car train in the third row closest to the entrance (*pictured below*). Get on the right side of it. Run directly up the side and at the top of your run, hit Y and your

attack will put you on top of the train where you can grab the Scarab.



Now you're ready for some puzzle solving. Go up the steps. The treasure chest at the top has some yellow, blue, and red spirits, so only collect it if you are injured (you can nab it later otherwise). After a few more steps, a cut-scene shows some flying Drones. These buggers have blue laser beams. If one shoots out, jump over the beam. Equip your Windmill Shuriken, run back and forth along the walkway and keep attacking until every last one is destroyed. Continue forward. Next to the stairs leading up is another crate. This one has **APFSDS Cores**, which are tank arrows, essentially. No need for those just yet, but soon.

There's a platform you can jump to from here, but there's no point yet. Head up the steps instead. At the top of the steps is a big red switch. Hit it to turn on the power. Continue to the end of the walkway and hit the switch to activate the platforms. You're not done yet. Jump down to the ground. At the last row of trains is another switch. Hit it and you'll activate a second set of platforms, now you're ready to jump around. Return to where you nabbed the APFSDS Cores. Wait for the platform to stop and hop on. Jump off onto the train, and then hop to the next train. Wait for the other platform, hop on and right it to the landing. Grab the **Great Spirit Elixir** from the chest, head upstairs, grab the next **Spirit Elixir** from the chest upstairs and head into the office.



On the desk is a **Map of the Military Supply Base** and a **Shutter Control Card Key**. Grab those goodies and leap back down to the first floor. The shutter control is at the back end of the warehouse by the shutters (conveniently). Use the Card Key to open them up. Once you enter the Locomotive Turntable, the door locks and grunts storm in. Take them all down. Look for the open doors with the chest (**Health Potion**) and **Save Point** inside. You can't do anything with the train yet, but rest assured it's going to be your method of escape.



Get yourself healthy and head through the now unlocked door. Take a few steps into the yard and enjoy the boss fight.

Boss: Tank

Arm yourself with the APFSDS Core Arrows. The Tank has four methods of attack. It can run over you, it will shoot a mortar round from the turret (which is quite deadly), it will toss grenades if you get too close, and the gunner will shoot machinegun fire at you. First, get a little distance. Run around the tank so that the turret isn't facing you. Stop and aim at the gunner and fire a round to kill him. Another will take his place in a few moments, so don't waste any time. Start laying into the tank with arrows. You don't need to be in first person to hit the tank, so keep moving and fire as you go, circling the tank to keep the turret from lining up with you. If it starts to charge, jump left or right. When the next gunner emerges, repeat the steps. If you run out of arrows, switch to the slightly less effective Explosive Arrows. If those run out, there are crates for each in plain sight.



Don't rest once the first tank is toast as a second immediately arrives on scene. For whatever reason, this one is a lot weaker. Use the same tactics to take it down. Once both are gone, an elevator arrives. Grab the Great Spirit Elixir from the chest next to the elevator, restock your arrows, and ride on up.

There's a **Save Point** to the right of the elevator once it's reached the top. Save now as there's another boss battle about to happen. Two RPG-toting enemies stand at the end of the overpass. Kill them quickly. Once they're dead, the next boss, a Tomahawk Helicopter, arrives.

Boss: Helicopter

The chopper offers a cool little battle on the overpass. It has only two attacks. First it will use machineguns, which you can block without fear. Second it has missile attacks. These track Ryu and comes in packs of 2, 4, and 6. When the missiles come towards you, wait for them to near the overpass then run one way or the other and jump to avoid.



You want to attack the chopper when it passes you. Basically, any time it is more interested in flying than firing at you. Shoot it in the back, shoot it far away, shoot it when it goes under the overpass. Always keep the chopper in front of you and if your first shot finds its mark, tap B quickly for somewhat rapidfire arrows. It's important to avoid taking damage, so dodge missiles and block gunfire over getting in one more shot. If you run out of arrows, there are **Explosive** and **APFSDS Core Arrows** in the crates on the overpass.

Once the chopper is toast, return to the Save Point and save, just in case. Refill your arrows and continue onward. At the end of the walkway there is an obvious spot to Mario on up. This will get you to a battle to destroy the Radio Tower, but before going there, you can grab a **Health Potion** from a chest in the back left and get some more goodies from the merchant in the right corner. When you're set, Mario between the two walls. At the top, look right to find another **Scarab**.



On the rooftop, you have a clear view of the radio tower. Before you can work on destroying it, however, you need to take out some mercs on the rooftop looking to cause trouble. Once they are dead, switch to your Explosive Arrows and look to the roof. RPG-toting enemies are positioned around the radio dishes. Don't get into a battle trying to destroy them. All you need to worry about are the easy-to-hit dishes. Destroy them and all the fools on the tower will die. When an RPG is wizzing at you, dive one way or the other or shoot it out of the sky. If you need a refill, there are **Explosive Arrows** in the crate off to the right.



To get the dishes on the sides, you'll need to move to the left or right half of the roof. Remember to keep move often.

Plant, shoot, move. That's the method to your madness. When the tower goes boom, grab the Great Devil Elixir from the chest, restock your arrows, and head towards the other door. A note comes from Ayane. It's time for your escape.

Go through the door and onto a catwalk. There are four Drones here. Destroy the first one, wall run across the gap, and then destroy the rest with the Windmill Shuriken. The next room has four RPG baddies at the end of it. Wall run towards them and attack quickly. Kick the chest for a **Devil Elixir**. Continue to the elevator and take it down. The next room has three grunts waiting at the bottom of some stairs. Dive down and deal them death. Grab the **Life of the Gods** from the chest next to the stairs. Try the door, but it's locked. You need to go back to the previous hall (with the RPG dudes) in order to secure a Control Room Key Card. Stupid backtracking? Yes. Just do it. Go back and kill them, get the card and return to the locked door. Use the card and move on through.



This is the control room for the train. Step up and activate the controls to initiate a cool cool cut-scene. Watch, enjoy, get ready for the next chapter.

Walkthrough: Chapter 10 - The Aquaduct

The train has landed you back in Dworku. You won't be staying here for long, don't worry. There's a crate with **Explosive Arrows** and a chest with **Life of the Gods** inside. Once those are nabbed, head through the gate, back into Dworku. Everything is closed off, but no worries, your goal is the sewers. Go to the manhole cover. You can't open it, so head back to the gate. You may need to go back to the train wreck and back to the manhole one more time to trigger the cut-scene, but when it does trigger, several Wolverine Fiends burst like C.H.U.D. from the sewer. Kill them and hop down the hole. Slice up the bats and use the **Save Point** on the right.



Head into the hallway where several Wolverine Fiends attack. It's best to equip the Flail to take out these pests. There's only one door to take once they're dead, though you can look out through the bars to see another room you'll be in shortly. Head through the door and go down the stairs, killing more fiends along the way. At the bottom of the steps is a dead body. Search it for the lovely Map of the Aquaduct. Ten pages -- yeah, this sucker is big.



There are multiple exits here, but the only one worth value right now is the stairs leading down to Aquaduct B3. A few Wolverine Fiends pop up on your arrival, take them out first and then whip out your map. The door to the Hall of Balance, to the west, is unlocked and to the right of the door is a Save Point and a chest with a **Great Spirit Elixir**. The southwest exit leads to an underground waterway, but you can't access it yet and the other southern room is the Red Water Reservoir, which you have no use for at the moment. The room to the north (accessed by an elevator) is where you'll be headed in just a second, but first make a quick trip into the Hall of Balance.

Watch the cut-scene. It shows a hidden treasure chest. Feel free to look at the giant statue with awe. Awwwww. There are three balance scales and the key to this massive puzzle is releasing water into the other two scales. That's the main trick for this entire chapter, not something you can do in this room alone. Your only objective in the Hall of Balance is nabbing what's in the chest. Look on the left side of the room for a slightly raised piece of floor. Run up the wall and you'll grab hold of a ledge. Shimmy over and pull yourself up. Kick the chest to receive the **Key of the Insect**. This is for a room in Aquaduct B2, but tuck it away for right now. Leave the Hall, save your game, and step onto the elevator.



The room is empty right now. Step to the chest and grab the **Jewel of the Demon Seal**, which you should use to fully power your Inferno spell. Taking the jewel, however, awakens many, many, many bugs. You absolutely must use blocking here. The bugs will try and smack and bite, but the deadliest attack is when they launch at Ryu and knock him to the ground. If this happens, tap X repeatedly. They can't tackle if you block. Block, evade, and use wall jumps. The most effective method to beating these beasts is getting in the middle of them and using your Inferno Ninpo. You can take out most of them by doing this three times. Once they're dead, the elevator returns. You can come back to this room at any time and beat another roomful of bugs to earn a **Talisman of Rebirth**. Otherwise, the room holds no other treasures.

You need to return to the level above. Go to where you dropped down into this level. Run along the left wall and when you reach the corner, jump to the adjacent wall and then as you near the upper ledge, jump again to reach it. It may take a couple of tries, but this is a vital skill to learn. Once you're on the second level, head right and go through the big red door. Kill the Wolverine Fiends and take a left.



Make sure you are healthy as a boss battle is about to rip. Use the Insect Key on the door and prepare for a shock.

Boss: Thunderbolt Worm

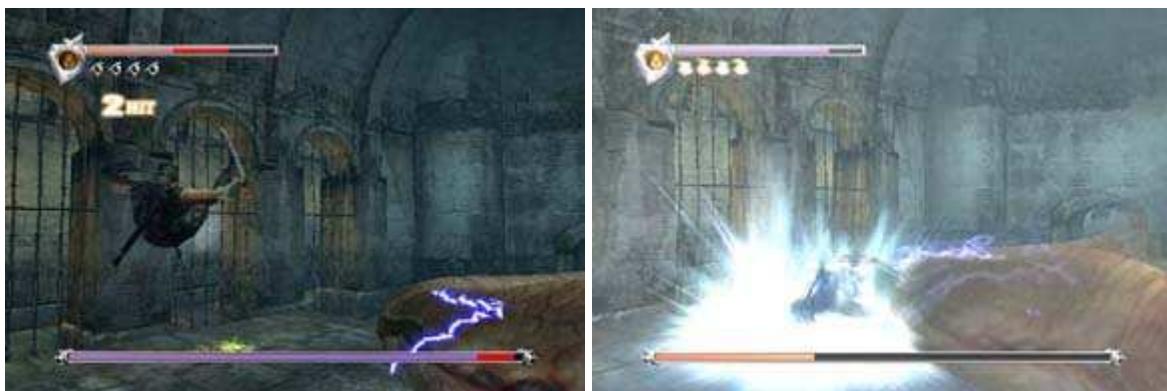
This little worm can be troublesome. Be sure to have your Windmill Shuriken equipped as it's a big part of the strategy for wearing this thing down. The Worm has four attacks.

Lightning Balls: The ugly worm rears its head back and fires a volley of two to four balls of electricity. These do decent damage, so avoid with roll dodges.

Charge: If you stand in the center of the platform, the Worm shoots forward from its hole, grabs you and does ungodly damage. The key -- don't stand in the center!

Electrified Water: The Worm plunges its head into the shallow water charging it. While this is happening, the Worm is vulnerable, but the water will hurt you. Use Ninpo or the Windmill Shuriken, or even Explosive Arrows when he does this.

Faint: This is the most common and sometimes the most troublesome. The Worm raises its head and then flops either left or right, swiping across the platform. When the flop begins, move to the other end of the platform and jump just as the head falls. Don't do a jumping attack. When you land, the head will be next to you. Do a Y, Y combo or use Ninpo. If you jump on the side where it starts the faint, you often get clubbed out of the sky.



The key is to take your shots when you can. The Worm is often retreating, a perfect time to use the Windmill Shuriken for a few cheap shots. You can also nail it as it passes on a faint. Be patient and worry about avoiding the attacks, not doing massive combos yourself. Once the Worm is dead, the path is clear.

Grab the **Art of Inazuma Scroll** off the ground and head through the hole and turn around. Look up. There's a ledge. Climb it to find the **Scarab**. Continue along the tunnel and you'll find up on top of the Hall of Balance. The treasure chest to the right offers some coinage and health. Travel along the rim and grab the **Red Tablet of the Stream** from the center chest and continue around to find another **Scarab**. Go through the tunnel. To the right is an inlet with a chest holding a **Life of the Gods**. Drop down to the first level of the Hall of Balance and exit the room. Head right and go through the

door. Kill a few Wolverine Fiends and then head to the other end of the room. Mario between the walls to get up top. There's a chest with a **Spirit of the Devils** on one end and another chest with a **Great Spirit Elixir** on the other. Look for the red pedestal. To the right is a **Scarab**. Grab it and then insert the Red Tablet of the Stream.



This opens a door beneath the grate and runs a stream of water on another of the scales in the Hall of Balance. Head into the main hall again and go upstairs. This time, take a left at the dead body. This door is now open. Enter and you'll find you are directly under the Red Stream Room. Grab the **Statue of the Water Spirit**. Return to Aquaduct B3. This is the item needed to unlock the door to the Underground Waterway. Head to the one door you haven't gone through yet and place the statue in its place. The door opens and you can enter. Be sure to inspect the dead body first, so you can nab Taro's scandalous **Diary**.

If you need to restock potions before taking your journey into the cavern (where you will have another boss battle) there's a merchant on the way to the Blue Water Reservoir on Level 2. You can't miss it if you follow your map. Once you are set, head inside. Some bats come out from the long drop. Switch to the Dragon Blade, and then jump and hit Y on your way down. Wait for any dead bats to drop and collect the goodies, and then head out of the tunnel into the opening. Look left to find another **Scarab**. Head through the next tunnel, cutting down bats along the way. When you reach the water a fierce boss battle ensues.

Boss: Twin Worms

That's right, you now have to contend with *two* Worms instead of just one. The Worms never make the same attack, but they will attack at the same time. By now you should be able to recognize the different attacks. Your Windmill Shuriken is a must here. Use the Shuriken all the time -- As you jump to evade electrical balls or as the worms retreat. One of the tougher attacks to avoid this time around is the charge, because there is no real center they attack. If you stand directly in line with either of their holes, they will charge. However, that is to your advantage. Stay on the move and if you see a charge, jump out of the way (do not jump attack). When you land, combo the head or use Ninpo.



This is not an easy battle as you must juggle both attacks. Never jump in the water and avoid the Faint attack more than any other as it's the most destructive and disruptive to your rhythm. If you know you are about to be hit and can't avoid it, try and use your Ninpo as it keeps you from taking damage.

Once they're dead, collect your goodies. There's a **Scarab** in the tunnel on the left and a **Life of the Gods** on the right. Grab those and head through the central tunnel, as your entrance has been blocked off. Continue along the path, taking the **Great Spirit Elixir** from the chest you pass. In the next room there are some platforms that lead you to the upper level, but there's also a tunnel to the left. The tunnel is your way back to the Aquaduct, so don't take it yet. Instead, head up the platforms and take out the Wolverine Fiends in your way.



Grab the **Great Devil Elixir** from the chest at the top and make your way to the door. There's another chest to the left of the door. This one has a **Health Potion**. Make with the grabbing and head through the door. Kill the bats and continue to the dead body. Search the body for **Sabu's Diary**, a thrilling page-turner. Keep going along and you'll run into some nasty Wasp Fiends. Take them down and kick the chest at the top of the altar. You've found the **Blue Tablet of the Stream**. Huzzah!

You can't go through the next door yet (or for a while), so hop back down to the lower level and go through the tunnel on the left you didn't take earlier. In this room is a dead body packed with Incendiary Shurikens. There are also several Wolverine Fiends. Take them out and continue forward to find another chest with a **Health Potion**. Continue until you reach the cracked wall. Use an Incendiary Shuriken to make it go boom then return to where you first dropped down. You'll have to Mario your way back up. Go save before you go to the final leg of this chapter.

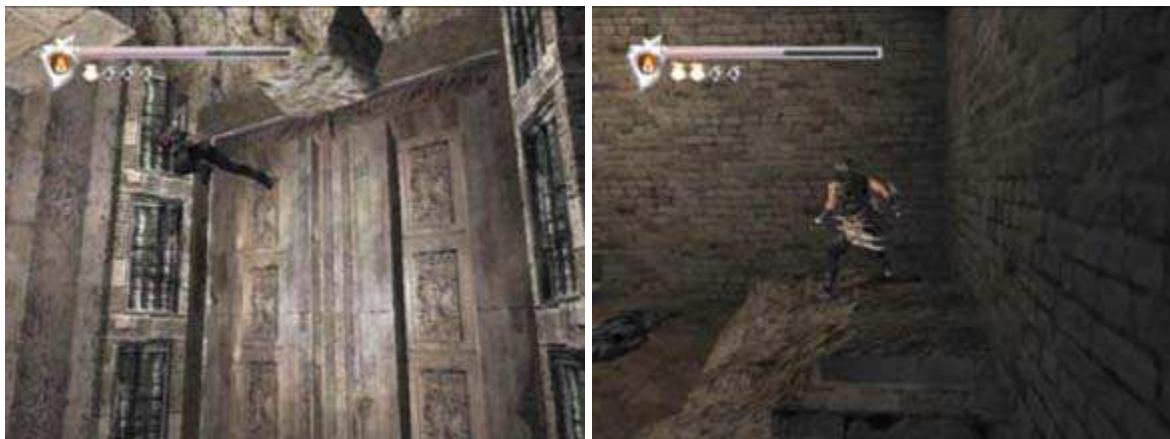
Using your map, make your way upstairs to the Blue Water Reservoir. On your way you will run into the merchant. Stock up on supplies if you need them and grab the Great Spirit Elixir from the chest on the left. Head into the Reservoir and place the Blue Tablet on the pedestal. The water drains so jump into the empty pool and snatch the Scarab. Wolverine Fiends attack. Kill them and continue down the hall and drop to the lower floor of the Hall of Balance. The gate barring the door to the Peristyle Passage is now unlocked. Go on, go through.



The large Passage with its massive columns is a potential tomb for Ryu. You will be tested with over three dozen Wolverine Fiends. It's a tough battle, but stick it out. Use the Vigoorian Flail to rip apart your enemies. When the last is dead, a chest appears in front of the goddess statue. Kick it and enjoy your **Lives of a Thousand Gods**. Scan the columns. The second column from the entrance doesn't reach the ceiling. Mario between two columns to reach the top where a **Scarab** awaits. To unlock the door on the right, Mario between the walls encasing the statue. Get nice and high, and then hit Y for a downward attack (doesn't matter what weapon you use). The force of the attack is enough to push in the red switch at the foot of the statue and unlock the door.

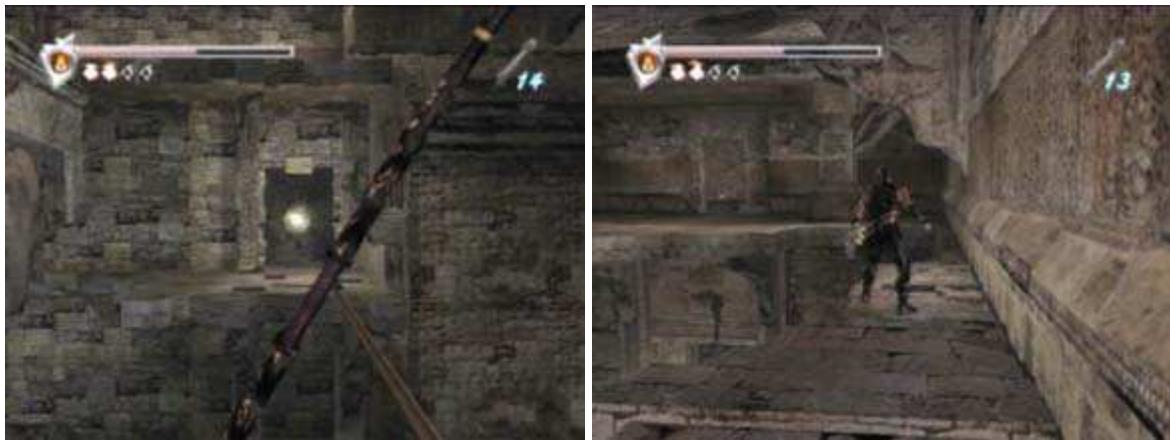


The next room may look uneventful, but there's an important treasure chest above you. To get to it requires some platforming finesse. Face the door on the right side. Run along the wall and as you hit the corner, jump and run across the door and as you turn the next corner, jump again. It may take a few tries, but you can get onto the stone walkway above. Follow this around to the chest that contains a **Life of the Gods**.



In the Underground Sanctuary, several Wolverine Fiends attack. Go ahead and kill them all. Note the Sword Imprint on the ground. Looks like your next task is finding the sword that fits there. Go to the small room to the right and grab the **Scarab** on the ground. Search the dead body for some **Arrows**. Now it's time to get upstairs. From the entrance, stand on the rubble on the right (*pictured above*). You want to run along the wall Ryu is facing, jump at the corner and then jump again to get up onto the ledge.

Once there, take out your bow and aim at the red light across the way. This lowers a piece of slab. Wall run across this to get to the other side. Head upstairs and grab the **Great Spirit Elixir** from the chest. Go around the ledge until you are faced with a tree limb hanging in front of you (*pictured below*). You have to jump diagonally from the edge to get the limb. You might miss the first time, but climb back up and try again. Once on the limb, swing across to the other side. To the left of the sword (when facing it) is another **Scarab**. Grab it then pull the sword free.



Make sure you are at full health and drop down to the ground floor. Place the sword in its proper spot and the door unlocks. Unfortunately, the guardian of the area appears. Get ready for one hell of a battle.

Boss: Paz Zuu

Oh lordy, what a fun boss. Paz Zuu will kill you quickly if you do not learn to avoid its attacks. All of his attacks do significant damage and you won't get a chance to deal any pain yourself if you are constantly getting knocked around. Once you know and can avoid taking damage from the 'dactyl, you'll be ready for a fight strategy.

Laser Line: The most common attack comes when you are at a distance from the 'dactyl. Rarely will it use this attack when you are up close. The 'dactyl fires a laser line that superheats the ground it touches, causing the earth to erupt. When you see the line start, jump left or right and forward. This almost always clears you. If not, leap left or right a second time to avoid the blast.



Charge: Get directly in the 'dactyl's grill or give it too much trouble and it charges forward. To avoid, never stand in front of the 'dactyl up close. Easy enough. He'll run to the other side or will leap onto a perch (see below).

Stomp: The 'dactyl stomps one foot after the other. Blocking doesn't help. When doing these attacks, get to the side of the 'dactyl, up against the wall and block (for good measure).

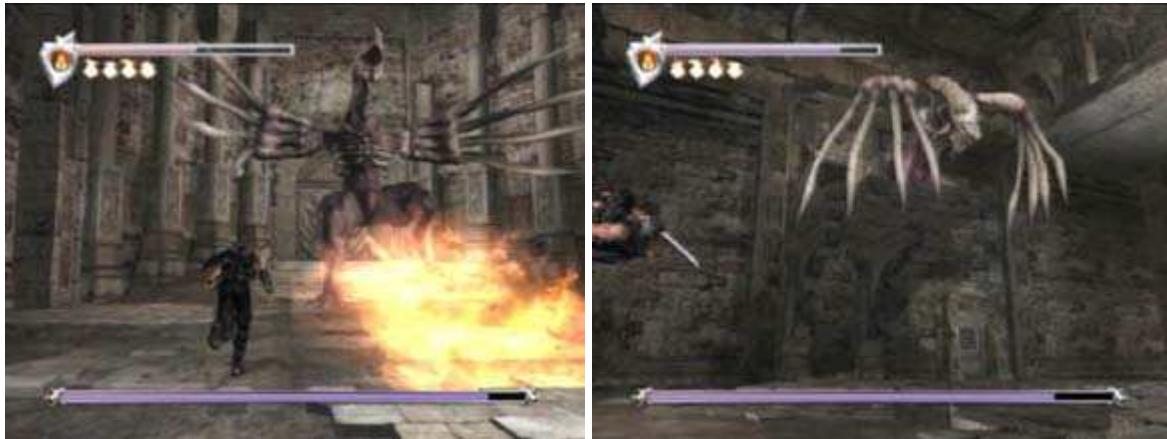
Double Stomp: The 'dactyl leaps straight into the air and comes down with both feet. Easy enough, when he goes airborne you go against the left or right wall.

Smack: A swing of the bone wing. This can be blocked, but you still take a little damage. As the attack strategy explains below, this one will be avoided by your quick attacks. He cannot hit you if you are against either wall.

Wind Whip: The bird closes his wings and kicks up some stones. After a few seconds he lashes his wings out for a smack. The moment you see the wings close, get against the wall and block. That's right, none of his attacks can hit you

when you are against the wall, even though you are incredibly close to him.

Perch: On the perch, the 'dactly does one or three things before leaping off. He does a Laser Line if you are far away, he does a Wind Whip if you are under the platform he's on, or he roars in anger if neither attack looks promising. The best strategy is to keep mid-range and dodge the Laser Line if he uses it.



Your attack strategy requires patience, because the Pterodactyl has a big health bar. Each time the 'dactly moves, you need to get to either the left or right of him. Stay against the wall, blocking and right after he does an attack, do a quick strike (jump forward, and then hit Y). You want to aim for his knee so that you clear him as you pass. Quickly jump again to get against the wall. In this fashion you can slowly wear him down. When he does the Wind Whip, attack right after he spreads his wings. After a few attacks the bird drops to one knee. You need to use combos to do your big damage here. Using the Dragon Blade, perform the Blade of Nirrti (X,Y, X, X, X, X). You can get two of these off and chip away about 15% or so of the bar. Slow, yes, but effective. Continue in this fashion and eventually the beast will die.

The Lunar is extremely effective against this boss. Hold Up and start slamming on the Y Button while standing in front of Paz Zuu. The attack will lift you up into the air and get at his vulnerable head. After a few times of doing this, he will fold over and give you even more of a chance to pummel him in the skull.

Success for this fight depends on your ability to avoid damage and get to safety following a quick strike. It may take a few tries, but it's not impossible and, sorry to say, this is not the toughest boss in the game. With the beast dead, a cut-scene gets Ryu out the door and to one of the least appealing sections of Ninja Gaiden -- put on your swim trunks!

Walkthrough: Chapter 11 - The Path to Zarkhan

Now comes the swim portion of our program. Before taking the plunge, grab the **Great Spirit Elixir** and **Map of the Moat** from the two treasure chests and make use of the **Save Point**. Dive into the water. You'll have a Spear Gun in a bit, but in the meantime, you can attack with your sword underwater. Don't face a giant fish directly, as they have a powerful grab move. Instead, attack from the sides. You can ignore them for now, however and swim to the right. Grab the **Scarab** at the gate swim through and open the chest to get the **Gold Medallion**.

Once those goodies are in hand, swim the other way. At the other end is a tunnel. Before swimming through, surface for a breath of air. As you travel the tunnel you'll hit a tiny room with bubbles. Swim down and inspect the dead body to discover the combination for a safe. Unfortunately, this safe is hidden in the dark, so first you need to find a light source. Continue through the tunnel. When you get to the open, swim up for a breath. There are two Drones floating on the surface, along with the fish underwater. To avoid the drone laser, swim on the surface and when the laser appears, dive below the surface. Swim up to the drones and slice them with your sword.



Go to the opposite end and swim through the next tunnel. You'll find the safe (hooray), but you still need a light. Continue along the tunnel to the opening. There are no enemies here. Swim down to the bottom and search the body for the **Owl's Eye**. You now have a light. Return to the safe and enter the combination **0971**. This opens up to another tunnel. This is a long swim, though, so head back the way you came, get some air, and then return and swim the length of the tunnel.

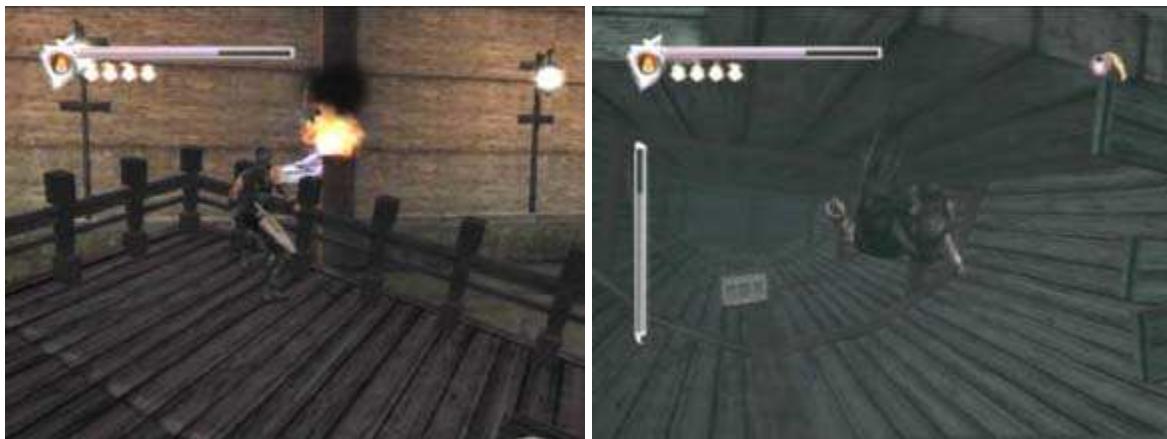


There's some solid ground here, so climb up to the surface. Ahh, nice to stop swimming. Search the dead body for a **Spear Gun** and equip it. This isn't very effective on land, but it has unlimited ammo and can easily kill big fish underwater. A merchant is here as well, so stock up if you need it. Dive back into the water and go through the next tunnel. When you emerge, get onto dry land. There are three Drones here, so pop them with a ranged weapon. Grab the **Scarab** off the ground.

Head through the next tunnel and surface in the cavern. Again you have land you can climb onto. Ace the bats and grab the **Great Spirit Elixir** and **Life of the Gods** from the two chests. There's a **Save Point** on the right. Though there's an entrance up here, you need to have another item not currently in your possession, so hop back into the water and swim through the next tunnel. The next underwater room has a sealed door, but if you turn right there's another tunnel you can head through. Go into the large open area and whip out your Spear Gun. Tap Y repeatedly and kill all the big fish in sight. Turn right from the exit to find a **Scarab** on the floor.



Once that's done, swim out into the open. On the left is a tunnel system, which you can't safely traverse yet and to the right is a large room with a sunken ship. Swim there and climb onto the ship. Use your Windmill Shuriken to take out the three Drones. Swim to the back of the ship and through the hole. Grab the Hand Crank from the chest and return atop the ship. Go to the spool and use the crank.



This unlocks access to the second deck of the ship interior. Dive back into the water and swim inside the ship again. Continue to the back and swim up through the now open hole. Grab the **Oxygen Cylinder** on the left (you can now breathe underwater indefinitely) and the **Scarab** on the right.

Leave the ship area and swim straight across to the small gated tunnel (*pictured below*). Snake through the tunnel and snag the **Life of the Gods** from the first crate. Continue to the end to get the **Silver Medallion**. Return to the Save Point and enter the above-ground cavern, switching to a land weapon to take out the Wasp Fiends inside. Place both Medallions against the wall to blow the door "held in place by a mysterious force." Save if you want and switch to your Spear Gun. Jump back down and swim back through the tunnel to where the sealed door once was.



In open area are several Big Fish and some drones. Turn around and you'll find the back of the gated tunnel where you nabbed the Silver Medallion. Get on top of this and use your Arrows to destroy the Drones, and then hop into the water and kill the Fish with your Spear Gun. Swim through the fissure and you'll find yourself back in the Hidden Undergound. Crazy! Take a right and swim into the Chamber of Eternal Sleep. Swim to the top of the columns for another **Scarab**, and then swim through the Skull Door.



You'll exit into another familiar room. Float near the entrance and keep hitting Y to destroy all the many Big Fish. Once they are toast, swim past the elevator (that takes you to the Monk's Room, where you're not needed) and swim through the tunnel. You'll end up at another lift with a **Save Point**. Don't forget to switch to a normal weapon. Save and take the lift. It's time to face Doku.

Boss: Doku

Here is the ultimate challenge, the battle against Doku. Only, this battle takes place in Chapter 11 and this game is 16 chapters long. D'oh! Well, still, this can be an easy battle if you use your brains. Your strategy is to use the jump slash (A, Y) almost exclusively. Avoid each attack and as the attack ends, you strike quickly, back off, and wait for the next attack. Charging and engaging Doku is not a wise idea, as he is most dangerous up close. Learn the attacks and how to avoid them and if you stay patient, you can win this one without dying.

Slash: A simple slash attack that can be blocked or dodged. This is usually a prelude to a deadlier attack. It has the red trail from Doku's sword but not the bright flash of the more deadly Killer Combo. Block this one and back away, because something worse is coming or if you are near a wall, run up the wall and come down with a slam.

Charge: Doku shifts his weight onto his back foot and draws his sword back, and then charges forward a good 15 feet. This one is easy to see so when he rears back you can either attack quickly (if you are next to him) or dodge left or right then follow with an attack from behind.



Bad Breath: Doku takes off his mask and breathes a stream of hellish blue flame. Again, this is easy to avoid because Doku has to first take off his mask. You can stop this with an attack as he takes off the mask, otherwise just back off.

Power Slam: Usually done when you are far away from Doku, he raises his sword over his head and then slams it into the ground, creating a shockwave. As with his other attacks, you can see this coming, so when the sword hits the ground, jump up to avoid the blast.



Sword Throw: Again, done at a distance, Doku throws his sword out like a boomerang. Jump over the sword and perform a slash attack while he's defenseless. As long as you stay on the move, the sword will rarely have a hope of hitting you.

Killer Combo: This is the big mother. Doku unleashes a five-string combo that you can only partially block. This combo is easy to see as there's a pretty red lightshow with every swing. When the combo happens, get away from Doku. He will track you, but keep your distance. Count the number of attacks and right as he performs his fifth and final attack (a spin move) slash attack. You can usually get in a second hit as well.

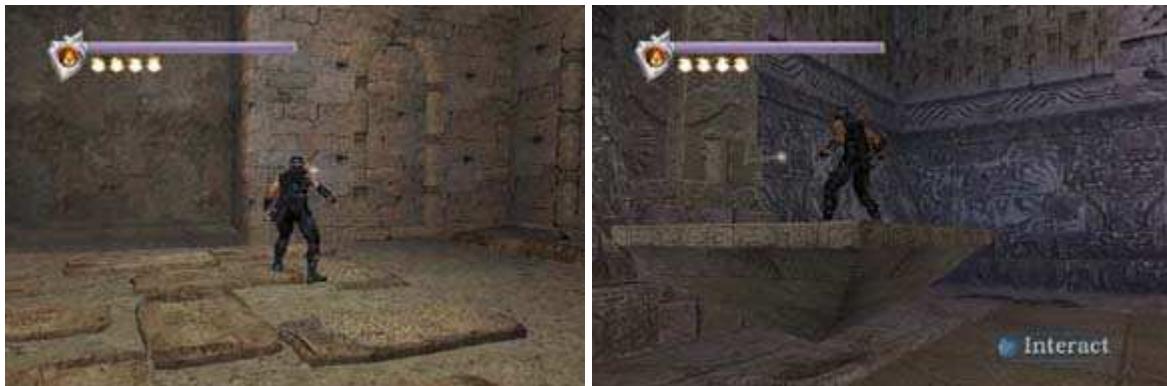


Soul Sucker: This is the deadliest. Get too close to Doku and he will try and grab you. If nabbed, he'll stab you multiple times with his sword. If you tap X fast enough, you can sometimes escape. If not, he sucks some of your health away and restores himself. Yowch. The key to this one is to never hang around Doku for long.

Continue in this fashion until Doku is dead. Heal yourself anytime you are below 50%. With Doku dead, you get a short little cut-scene before the chapter comes to a close. Pat yourself on the back and prepare for the longest chapter in the game.

Walkthrough: Chapter 12 - The Caverns

With Doku dead (but not forgotten) pick up his sword, **Kitetsu** and head back down the lift. Save your game and then return to the arena. Head into the next room. To the left, behind the pillars, is a Scarab. Grab it and get ready for some platforming! This can get a bit confusing, so if you make a mistake and get lost, restart your game and do the puzzle again. The numbers correspond to the pictures, just to make sure everything's jake.



(1) Pull the lever. Head into the arena.

(2) There are two platforms at ground level. Hop on the one to the left and pull the lever.



(3) Jump off and pull the lever on the one to the right.



(4) Wall run to the next platform. From here you need to wall run and then leap at the corner and leap again to land on the next platform, which has a lever.



(5) Pull this lever and go to the chest. Kick it for a Great Spirit Elixir.



(6) Jump onto the next platform over and pull the lever.



(7) Return to the platform to the left of the chest and pull the lever (this is the only lever you want readjusted in the arena).



(8) Go back into the room of columns and push the first lever back up. Now you're ready to finish this puzzle off with some platforming pizzazz.



(9) Remember the first platform you jumped on? Head to that spot. The platform is gone, but you don't need it.



(10) Run along the wall and jump at the corner.



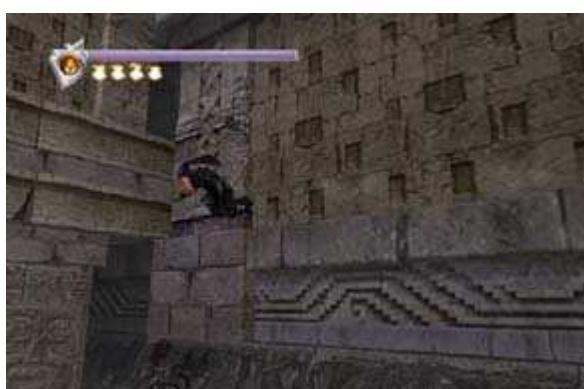
(11) Continue along the wall and jump again to reach the platform. Wall run straight up the small wall and snag the Scarab.



(12) Drop back down to the platform below. This next part is tricky.



(13) Jump and run along the wall, leaping at the corner.



(14) Leap again at the next corner to run along the side of the structure. Do not jump again, as you will run directly onto (and never off of) the upper platform. If you jump, you will overshoot your target.



(15) Hop over to the next platform.



(16) Jump up into the spectator box. Grab the **Life of the Gods** and **Great Devil Elixir** from the treasure chests. Phew.

You are almost done. Go right (when facing the wall) and use the floating platform to get onto the walkway. Follow the walkway to the final lever. Pull it to raise a section of wall, which will allow you to escape. Continue along to find a **Life of the Gods** in a chest and a **Scarab**. Drop down to the ground and go into the chamber where you yanked the first lever. You can easily make your way up the wall. There's a note from Ayane alerting Ryu that the merchant in Tairon has an important message for him. Don't worry about that right now. Continue forward and snag the Great Spirit Elixir from the chest on the right.



Continue down and you will reach the foot of the Stairway to the Imperial Palace. Here dozens and dozens of Wolverine Fiends attack. Whip out the Flail and go to work. Do not stop until all are dead. You can easily rack 50-hit combos here and make major bank. With the Flail, you can stop mid-combo to block, so do your cool combos, but block the moment another Fiend is about to strike you in the back. When all are dead, a chest appears with a **Lives of the Thousand Gods**.



You can't go to the Imperial Palace yet (the gate is bolted) and the path to the right isn't useful until after talking to the merchant. So guess what, you are heading back to Tairon. Fortunately, you aren't that far away. Before heading through the gate at the bottom of the steps, go to the left (when facing the gate) to find a dead body. Search the body and skim

the deprave inkings of **Saru's Diary**.

Head through the big door and you'll find that you're on the Great Bridge in Tairon. See, that wasn't so bad, now was it. Continue forward through the gate. Some of the military have been fiend-ified. Watch out for their grabs, but they die just like the rest. The merchant shop is through the green-jeweled door, but there's some other goodies in here to grab first. Take a left at the split to find a breakable door (with purple cracks). Use your War Hammer to smash it down. Grab the **Health Potion** in the chest. See the two balconies above? Run along the right wall that slants and jump at the slant to gain height and jump again to reach the balcony. Wall run across to the other balcony for a **Life of the Gods**. Drop down and exit the secret room.



Take a left and go to the end of the alley. Take a right into the next alley and wallspring onto the balcony. Drop into the room and hang a left to find a treasure chest of essences in an alley. The strange ruin circle can do you no good right now so exit through the door. With those goodies in hand, it's time to head to go through the door with the five green jewels. Muramusa's Merchant Shop will be on your left.



Talk to the old man who tells you more about your sword. What does it all mean? It's not a riddle or something you must solve or find, through the course of the story, you'll learn the meaning behind the Dragon Sword's true power. But now it's time to return to Zarkhan. Go back across the Great Bridge. This time take the path not taken, into the woods.

After leaping the fallen tree limb, the enemies disappear and you have a moment for contemplation. Okay, moment over. To the left is a dead body with the Map of Zarkhan. To the right are three Statue Heads. Use the War Hammer to destroy them for a **Scarab** and **Life of the Gods**. Use the **Save Point** in the corner and head to the falls. Dive into the water and swim to the tree where you'll find a chest with a **Life of the Gods**. Swim the edge to find a **Scarab** on a rock. Return to the surface and climb up. The chest nearby has a **Great Spirit Elixir**. Make with the grabbing, and then walk beneath the falls.



Use your War Hammer to smash through the blocked entrance. When you drop down the hole, a score of bats attack. Slice and dice for some cash and inspect the body for a **Map of the Caverns**. Yum. Dive into the water and take a short swim to the other side. Heal up and go for a slide down the ice. Drop into the cavern to face a new foe. The Ice Fiends are tough little bastards. They have a few devastating attacks, the worst of them being a rolling charge and a head bite grab. If you get grabbed, hit X rapidly. The best method is attacks of the wall. Keep moving and use your Ninpo. When they are dead (or if the battle is not to your liking) run up the man-made piece of wall on the right and jump off to reach the higher ledge. Continue into the cave and jump the small gap to access the **Save Point**.



The sealed door cannot be opened without a specific item (which you are off to grab), so drop down into the ravine and slash up some Wolverine Fiends. Once they're toast, jump up the steps (the narrow wall you can Mario up takes you back to the Save Point). You'll hit an ice wall that can easily be smashed with the Dragon Sword or War Hammer. Kill some more Fiends and head right. You may see a window on the left, but you can't get to it. Don't worry, you will get there eventually and there's nothing special in that window. Climb the large steps to the ice wall. This one can't be broken or melted with magic, but if you continue on the path to the dead end, you'll find a breakable floor. Jump and smash it.

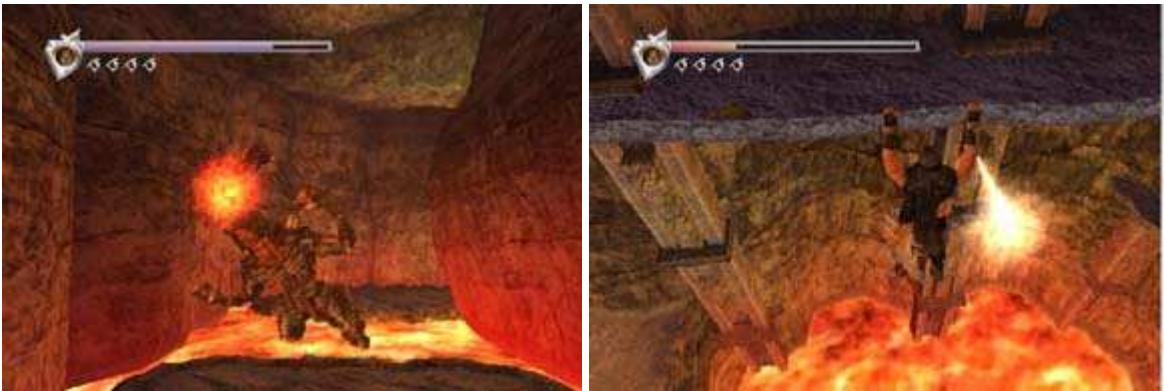


Kill the Wolverine Fiends inside then hop up the steps. When you hop up through the hole, turn around to find the **Shield of Valor**, which you need to unlock the door by the Save Point. You can also check out the metalwork mold. You can make a Cog if you can get to the smelting pot (you'll also need some Iron Ore, which you're gonna go grab now). Return to the Save Point and place the Shield on the door. Time to leave the cold behind and Feel the heat (this is gonna be hell).

on your hair).



Oh boy, this will be fun. The Magma Fiends are the toughest yet. First, grab the **Stone Tablet (Left)** off the floor and grab the **Iron Ore** on the right, next to the Magma Fiend. Lava hurts when you first fall into it and then slowly depletes your health the longer you are there. You can't jump far when you are knee-deep in magma. If you fall in, do not jump as each time you land causes more damage than just walking through the lava. Only jump when you can get to safe ground in one leap. It's very difficult to fight when the beasts are in the lava, as you don't want to accidentally jump in. Use Ninpo to defeat them, or you can actually run past them without conflict (watch out for their flame breath). Run on the wall (but don't jump) and move from platform to platform. Leap to the platform in the back right and pick up the **Iron Ore**.



Hop across the lava to your next task. Watch the pattern of the steam. Wait for it to subside and walk on the left side. At the end of the pit, wall run up the left wall to grab the ledge. Shimmy over. There is one steam shot here and if it hits you, you'll fall and die. Center the camera (it will give you a 3/4 perspective) and get to the edge of the steam. Wait for it to disappear and immediately shimmy past. When you get to the end of the ledge, center the camera and drop to safety.

Go to the left. Two Magma Fiends appear. Fight them if you dare and make your way to the lava lake. Jump and hit pound the switch on the ground. This temporarily creates two platforms. Don't bother with the Magma Fiends, you have limited time. Jump on the first platform and run straight across the runway to the edge. Jump slightly diagonal to grab the bar. Jump off when you are swinging low. On the second platform, you can jump and get up onto the raises area to your left. This has a door that's currently locked, but also two **Iron Ores**. Once those are nabbed, jump to safety. The two doors you see cannot be opened. Restock at the Merchant if you need to.



Now check out the section of wall sticking out from the lava to the right of the merchant (*pictured below*). Jump and run across the wall and leap off onto solid ground, where four very solid Magma Fiends wait to attack you. Defeat them and grab the **Iron Ore** on the ground. Use your wall run to get up the next step and head through the door.



There's a see-saw in here along with a **Scarab** to your right. Drop down on the right and grab your golden goodie, and then hop back up and jump on the see-saw. Let it rise slightly and run to the tip, jump off and you'll wall run up to the hole. Pull yourself up, slash some bats, and get to the smelting pot. You'll need to add each piece of Ore, one at a time to the pot until it tips over. Now your Cog Piece is made, you just have to get back to it. Jump back on the saw, but let it get high and jump to the upper window. Grab the **Iron Ore** (even though it does you no good at this point) and kick the chest for an Essence bath.



Backtrack out of the Magma Lake, the same way you entered, returning to the frosty cavern outside. You're next trip is getting to the cog you've just created. Drop down into the raving and follow the map to the Ancient Ice Furnace. The heat from the smelting has melted some of the ice barriers. Grab the **Cog of Vigor** from the mold and look for the **Save Point** to the left. Grab the nearby **Scarab** (just ahead) and save your game. Flex your fingers and break the ice covering on the hole at the dead end. Dive in to face your next boss.

Boss: Yotunfrau

Oh good ol' Yotunfrau. This abominable beast is pretty easy if (as always) you can avoid his attacks. The sloth is slow and predictable. Your method of attack is the A, Y jump slash. Avoid the Sloth's attacks and then dash for a hit here and there. Yotunfrau is sometimes invulnerable, but you can always hurt it during or just after an attack.



Flip: More than anything, the Sloth flips between attacks. Sometimes he seems to flip for the hell of it. He's vulnerable at this moment, so if you are close, do your quick jump attack when he starts to flip.

Tantrum: The Sloth pounds his fists repeatedly into the ice creating mini explosions that track Ryu. To avoid, you just need to keep moving and jumping. These almost always come in threes, sometimes four, but do your best to circle back to the Sloth so you can perform a Jump Attack.

Slow-motion Windmill: The Sloth pounds one fist down, and then another, flipping and smashing in a sort of ballet of destruction. When the fist starts to move (this is a slow windup) jump and back away. The Sloth tries to turn to follow you, so keep moving. After the last fist pounds, the Sloth will either flip or will lie still on the ground. If he lays still, run up and do a combo. If he flips, it's jump attack time.



One-Two Punch: This is just a one fist slam followed by another. Easy to avoid (just back away) and the Sloth either flips or stays motionless.

Hug: If you are in direct line of sight, the Sloth will usually try and grab you. This is another slow move, so if you see the Sloth rise up and pause for a moment then raise its arms, it's about to grab. Jump to the left or right. After it misses, run up and do combos or a jump attack.

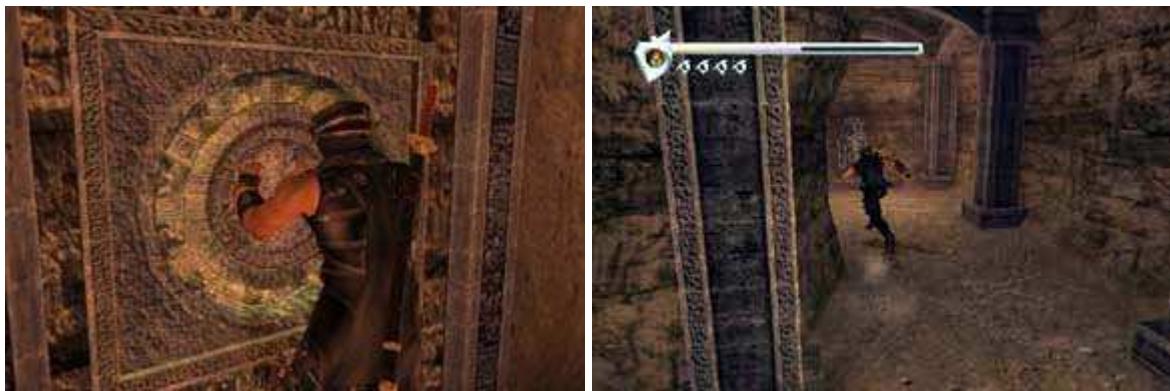
The Sloth never changes his strategy, it's just a matter of avoidance and quick attacks. Eventually the beast will fall.

Yotunfrau, giving up the **Eye of Ice**. Pick up this treasure and use it to unlock the nearby door. Mario your way between the walls. You'll pass an alcove with a treasure chest, but keep on going to the top. Once you are at the top, walk over to the ledge above the alcove and move forward. You'll grab hold of the ledge and dangle. Push Down and A to drop. Ryu automatically grabs the next ledge as he falls. Pull yourself up and kick the chest for a **Great Spirit Elixir**.



Drop out the window to find yourself in a familiar spot. Make your way back to the merchant at the Magma Lake, saving your progress along the way. At Muramusa's place the Cog in the door with the indentation. In the back right corner of the entry room is a chest with a **Great Spirit Elixir**. Grab it and go to the **Save Point**, just in case.

The Path of Flame is an apt name for this twisting hallway as there are several statues shooting flame. From the Save Point. Go to the corner of the hall, but don't turn. Wait for the flames to come and the moment they stop, turn left and stay against the left wall. Once you reach the bend, hang a left. This section is safe so walk to the corner. There are two flames to contend with down the next stretch of the hallway. As you start down the hall, you'll see a flame statue pointing directly at you. This will not fire yet, so ignore it for now. Another flame comes from the right at the first intersection. Stay on the left and as soon as you reach the intersection, turn left. This little alcove has a **Scarab**. Even if the flame from the right is shooting, as long as you are against the left wall you'll be fine.



Wait for the forward flame to die and head diagonally right. That's it for the flames... well sorta. Kick the chest for a **Great Devil Elixir**. Guess what, it's time for another boss battle, this time with an old villain with a new look.

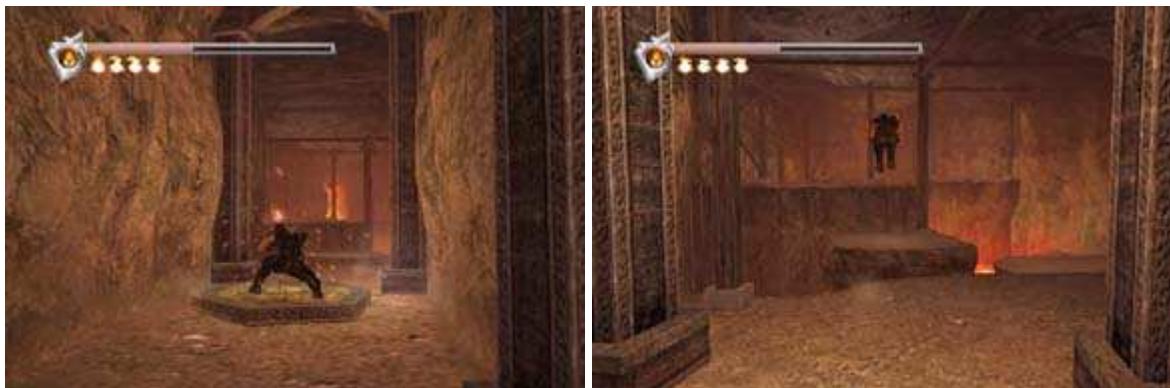
Boss: Fire worm

Ah yes, the worm is back, but this time with flames. You cannot jump into the magma at all or you will get burned, so stay on the platform and don't venture off. The Fire worm has the same attacks as its counterparts you faced earlier, with one little twist. Instead of an electrical ball, the Fire worm shoots a ring of fire. As long as you aren't at the front edge of the platform, you can actually jump through the ring of fire unscathed.



It's better, however, to jump in the air when the worm rears its head to shoot. It will usually fire high and you'll drop down underneath the blast. Watch for the faints as always and use the Windmill Shuriken for some cheap hits. Once the worm is barbecue, hop over the magma and pick up the **Eye of Fire**. You can now access the room to the final boss of Chapter 12.

After defeating the worm, head into the next room. This is easily the hardest platforming challenge in the game, so be prepared to have to try this one a few times. Before doing this, however, head to the right to snatch a **Life of the Gods** from the chest. Return to the switch on the ground. Stand behind the switch. You must be quick and precise. If you miss a jump, return to the switch and wait for the cut-scene to show the puzzle resetting and try again. If you are low on health, you may want to kick in a little Spirit Elixir lovin', just in case you fall in the lava by accident.



(1) Hit the switch while standing behind it.

(2) Run straight and hop onto the platform.



(3) Make another quick straight hop to solid ground.

(4) Bear left and run straight to the edge, jump forward to grab hold of the bar. You must hit A correctly (when at your lowest point) the first try or you will miss your window of opportunity.



(5) Again, you must hit A and leap off the bar the first try or it's over for this attempt.



(6) When you leap, press forward on the Left Thumbstick to run around the wall. As you turn the corner, jump off.

If timed perfectly, you will get to safety right before the flame comes back on. You cannot have a single stumble or it won't work. Head through the door to find yourself back in the Magma Lake. The next move is a difficult boss battle, so stock up at the merchant and re-enter the Cog door. Save your game and exit back to the Magma Lake. Stock up on Explosive Arrows and equip them before the battle.



Hit the switch to activate the platforms. Jump off the right corner of the platform and run straight up the wall to climb up the ledge. Go to the big door and insert the Eye of Fire and Eye of Ice. Open the door, take a walk down the aisle, and pick up the **Devil, Deity of Immortality**. The Devil doesn't come to take umbrage with taking the statue, but the next worst thing does.

Boss: Flame Dragon

The Flame Dragon will either be one of the easiest or one of the toughest battles for you. There is no real in-between. The Dragon can do some serious damage, but it only has a few attacks, so if you have the patience and skill to avoid damage, you will outlast the big beast. The trick for the Flame Dragon is to hold down Block. A straight-up block helps against only one attack, but most of the other attacks can be avoided with the roll dodge, which you're halfway to if you hold down block.



Fireball: Old Flamey spits a big fireball down at Ryu. It will always target the spot he's standing, but can be avoided with a single roll dodge. Fireballs almost always come in twos, one right after the other.

Heat Wave: The Dragon screams and then flaps its wings to create an unavoidable wave of heat. Block and you will take minimal damage. Anytime the dragon screams, block.



Breath of Fire: The Dragon sticks its head out over the platform and breathes a line of flame, sweeping either left or right. This is easy to jump over, but if you wait for the head to near, you can jump and attack when it points directly at you.

Riser: The Dragon screams, but instead of a heat wave, the two movable platforms rise. This really isn't your concern unless you are on one of the platforms (with the big switch). Since you can raise the platform on your own by hitting the switch, this doesn't really benefit you.



Chow Down: The Dragon shoots its head forward at Ryu, much like the Bone Dinosaur. Roll dodge or jump out of the way. If caught, hit X repeatedly to free yourself.

While you start on the bottom ring, there's an upper tier you can get to. There are two platforms with switches. Smack a

switch to shoot the platform upwards. The platform stays up for a few seconds, so jump off to either side quickly. This is a better height to be at and where you want to be most of the fight. Here the Dragon is more likely to stick his head onto the platform, looking for dinner. When he does this (whether on the first or second tier) hit him with combos. You can also jump on top of his head then jump up and hit Y for a powerful blow.



When you are on the upper tier you'll have use of your Explosive Arrows (no other ranged attack hurts it). Anytime the beast is not attacking (which isn't often) aim in the general area of its neck or head and unleash as many arrows as possible. You can also get in cheap shots with your Inferno and Inazuma Ninpo. It may take several tries to beat the Dragon, but each time you fight you'll learn the timing of the attacks a bit better. There's no great secret to this fight, just reflexes.



The Flame Dragon dies in glorious fashion, dunking its lifeless head into the lava and creating a bridge for Ryu to cross. Be sure to snag the **Lives of the Thousand Gods** on your way across. Head through the door to end the chapter.

Alternate Cheap Method of Fighting: If you go up to the top platform and stand in the corner as close to the Dragon as you can get, he can't bite you. Equip the Armlet of Celerity and the Lunar. Simply charge up your Ultimate Technique and unleash it any time the Dragon attacks or places his head down in the vulnerable position. You can't be hurt!

Walkthrough: Chapter 13 - The Caverns

A few welcome bats attack as you proceed through the cavern. Stop at the dead body for the **Map of the Vigorion Underground** and **San's Diary**. Continue along until you reach a room with a **Save Point** and a chest holding **Life of the Gods**. If you want some cash you can spend some time fighting about 70 or so Wasp Fiends. Kill them all to earn an extra goodie that will be available above. When you finish them all off, run along the wall. You need to maintain a continuous wall run to get up top. Run the length of a wall, hit jump as you near the corner and continue. Don't stop until you reach the top. Grab the **Arrows** from the dead body and kick the chest for your special reward, a **Talisman of Rebirth**. Now head through the door.



Using your maps, make your way back to the Aquaduct. It's finally time to leave this little stink-hole so continue your way back to Aquaduct 1, where you first entered through the sewer hole. Save your game if you want and climb the ladder. Head to the drawbridge, lower it and step across. Three nasty purple Mercenary Fiends await. They are like a mix between the heavy-gear mercs and the Crypt Fiends. Destroying them is not a quick thing, but their attacks are very slow. Move behind one, hit it with a combo, and move away when it starts the windup for an attack. Kill all three to earn a **Talisman of Rebirth**.



Continue to Twin Serpents Square. Place the Tablets onto the pedestal and watch the cut-scene. Remember all of those stone circles you've come across in the past? Those are all teleportation nodes. Step on one and hit X to zip somewhere else. You are now in Hayabusa Village.

You may want to backtrack at this moment and go through the portal back to Tairon. Go to the other circle by the Great Bridge. The portal takes you to the Fiend Realm where you must battle over 50 Wolverine Fiends and the new Clam Fiends (who fire lasers). Kill Wolverine Fiends and use the Ultimate Technique on the Clam Fiends. If you survive, you'll be rewarded with a Lives of the Thousand Gods. Return back to Twin Serpents Plaza and then back to Hayabusa Village to continue.

Remember that big piece of rock in the hut? Return to it and smash it with the War Hammer to earn a **Jewel of the Demon Seal**. Follow your map to the Graveyard. Walk among the graves to initiate a cut-scene showing Ryu creating the True Dragon Blade. Suh-weet! This is your weapon for the remainder of the game.



Continue past the graveyard to the Stone Circle. Step inside and teleport. Move from the circle you're on to the one straight ahead and teleport again. You're now in the Magma Cave. Step outside. You may want to exit the door on the right and save your game again as you're about to hit a boss battle, and then take the final Circle to your next boss battle.

Boss: Alma, the NC-17 Queen, Part Deux

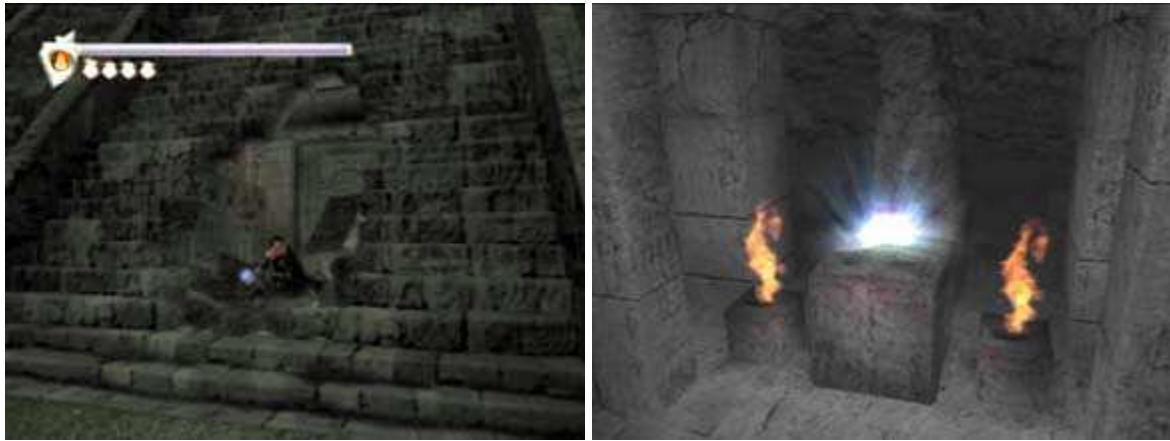
Alma may look a lot creepier from the last time you fought her, but she's a pushover this time around. Alma's attacks are essentially the same as before. Roll dodge when she throws rubble, run in a circle when she fires off her purple magic, and be more wary of her grab, which she does while floating in the air. The TK grab is gone, but Alma will now try and snare Ryu with her lower body. If she's airborne, keep away from her.



Your battle plan is simple. Never attack when Alma is in the air. When she touches the ground, do your dash attack to get to her, and then unleash combos (preferably at her back). When she starts to move again, back off and wait. You can get

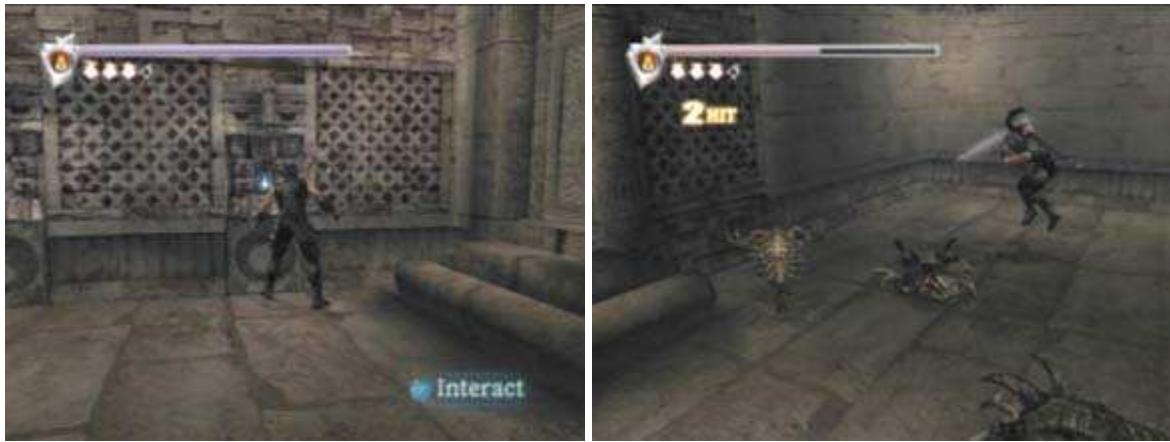
her after just four or five combo strings.

Alma dies, leaving you facing a giant pyramid. On the other side is access to Zarkhan, but you'll need to solve the riddle of the pyramid first. Step up to the cracks and make with some whacking with your War Hammer. You'll notice a door straight ahead that is held shut. Your main goal will be getting it open. Three other doors on the sides are also shut and have a marking (two have water, one has a plant). There's only one door (back left) that can be opened right now. Make with the opening.



Head down the hall and grab the **Map of the Pyramid** from the dead body. There's a door to the left, ignore it for now. Continue downstairs into a room with a mirror. There's an altar here. Now check out the mirror. Notice something weird? That's right, there's fire in the altar in the mirror. Stand by the altar and use your Inferno Ninpo to light the way. This earns you a **Jewel of the Demon Seal**.

Return to the dead body and step through the door. Kick the chest for a **Great Spirit Elixir**. Go to the wall. There's an empty spot with a water symbol. Fortunately, there's also a **Water Tablet** in the fire slot next to it. Take the Water Tablet from the fire slot and place it in the water slot. This unlocks one piece of the exit puzzle. It also locks you in to fight a slew of Bug Fiends. Kill them and head out the open door. Both of the water doors in the main hall are now open. Take the new opening and follow the hallway down.



Follow the hallway to the end and use the **Save Point**. Go back up the hall and go through the door on your left. Kick the chest in the corner for a **Life of the Gods**. Yummy. Grab the Fire Tablet and head through the now-open door into the other tablet room. Place the Fire Tablet in the fire slot. This brings another round of bugs. Return to the previous room. You can now access a little closet-room from here. Go inside and pick up **Serpent, Deity of Creation**.



With this in hand, go over to the Plant Tablet. Pick it up and place it in the proper slot on the left. This unlocks the main door and raises the Pyramid. Oh, and it ends the Chapter. Not so tough, huh?

Walkthrough: Chapter 14 - Vengeful Spirit

Doku's spirit has caused enough trouble, it's time to take him down. To get to him will be a challenge, however. Exit the back of the Pyramid and follow the path down. You'll see a cut-scene of the ghostly Doku passing behind a gate. You need the key for this gate first, so head the opposite way to a **Save Point**. There's a shop here as well (stock up!). Be certain to fill your Explosive and APFSDS Arrows, which you'll need for late in Chapter 15. To the right is a chest with a **Great Spirit Elixir**. Follow the path, slicing bats along the way, until you reach a small room with a portal. Enter the portal to go to the Fiend Realm.

The Fiend Realm, which you will be visiting again shortly, is just a fancy-looking arena. The walls instantly form when you near, so feel free to wall run often. This time around you have an easy task as you must beat a few dozen Wolverine Fiends that come in groups of three. If you can't beat these fools by now, well, you wouldn't have gotten this far. Once they're toast, a chest appears. Kick it to grab the **Griffon Key** and return to the Save Point for one last save before chasing down Doku.



Use the key on the Griffon Gate. As you step to the first hall, you'll see a cut-scene showing the arrival of the most annoying enemy in Ninja Gaiden -- The Phantom Piranha. These bastards have one attack, they dart and stick into Ryu, draining his soul. When stuck, Ryu cannot move and other Piranha will come to stick as well. Hit X rapidly or use Ninpo. Those the Piranha will respawn for a while, there is a finite number for each section, so stand your ground and use the Vigorion Flail. Keep one long combo going and let them run right into it. You can also use Inferno Ninpo to destroy many of them. When they stop coming, take a left and grab the **Life of the Gods** from the chest.



Exit the dead end and continue down the main hallway. At the intersection, take a right and go up the steps. To the left is a **Great Devil Elixir** and to the right is a dead body holding **Gen's Diary**. Oh Gen, the scandalous things you wrote! Grab these items and head back down the steps and continue down the hall.

Doku passes by, but you can't follow without the Lion's Key. Continue forward. Though you can avoid this small battle ahead by running along the ledge on the right, you should get it on with the battle. There are a few Phantom Piranha, but there's also a Clam Fiend. He has a sweeping laser like the Pterodactyl boss you battled earlier. Jump when it comes. Use Ninpo to quickly take out the Clam Fiend, and then Flail the Piranha. Kick the chest for an Essence Bath then wall run up to the higher ledge. Walk counter-clockwise to the chest in the corner and kick it for the **Lion Key**. Return to where you last saw Doku and enter through the door.



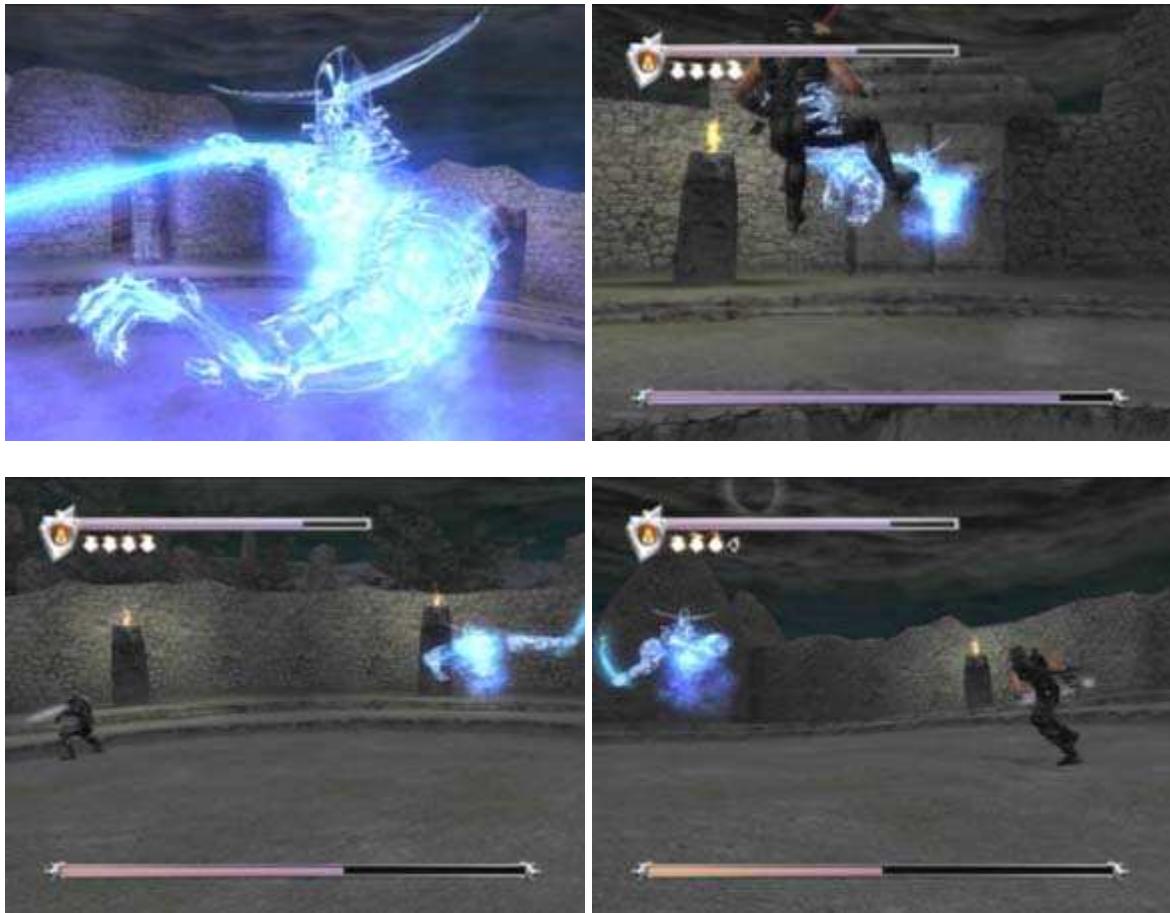
Take a left and follow the path to a dead end and a **Scarab**. Now head the other way. When you reach the main opening (you'll have three ways to go) head up the steps first to find a Great Spirit Elixir. Once that's in hand, drop back down the steps and go right into a hall with some Phantom Piranha. You know how to ace these suckers. Stand you're ground until they are all toast, and then make your way down the long hall. You'll hit an intersection. Take a left and look to the left immediately to see a raised area with a **Scarab** in the back. Move forward down the path and take the next left for a **Great Spirit Elixir**. Finally, head take the last left and waste the Phantom Piranha. Loads of fish await, but stand your ground. When all are dead, grab the **Lioness Key** from the chest and return to the big intersection.



Hop down the steps to face a few Phantom Piranha and a Clam Fiend. Heal up and step through the Lioness Door, it's time to finish off Doku for good.

Boss: Doku's Ghost

Ah Doku, once so powerful and now just a ghost of your former self. All kidding aside, Doku has almost all of the same attacks as before. This time, however, he's a bit tougher. The fight tends to veer away from the walls more often than not, taking them out of play more so than in your first battle with Doku. The camera is also a problem, so you'll need to keep centering it for the best view. But what really makes Doku tough this time is that it's much more difficult to distinguish his attacks, particularly the Killer Combo.



Use your patented jump slash (A, Y). Your fighting tactics are the same as the first fight with Doku. He has the flame

breath and he'll still try and grab. His only new attack to watch out for is that he can shoot forward his hand for a grab. If he does this, jump out of the way and then charge in to combo while he's distracted. Patience will win out, as will avoiding the attacks, as in the last Doku battle. There's little other advice to give here as this really is just a repeat of a previous conflict.

Walkthrough: Chapter 15 - The Core

Uh-oh, Ryu's been infected with the Fiend blood. What does that mean? Uh, nothing really. He doesn't have extra power and can't wield Kitetsu without taking damage. So, it's just cosmetic. As the chapter begins, you are in the arena where you fought Doku and there are a crapload of fish here. Destroy them and exit through the open door. Search the body for a **Map of the Labyrinth**, and then use the **Save Point**. You are facing the toughest challenge in the game, a gauntlet of night-unstoppable enemies. There are no more shops, but don't worry, there's an easy way to backtrack to a shop without having to fight through all those damned Piranha again.

Take a right (when facing the Save Point) and grab the Great Spirit Elixir from the chest. Now head the other way. A few Wolverine Fiends and a Clam Fiend attack. Take them and keep on truckin'. Look to the left as you go for a chest containing a Great Devil Elixir. You'll soon reach a twisting bone bridge on your right. Pass it for now and continue to large double door and a slew of fish. Kill the fish and exit the door. You are now at the steps to the Imperial Palace. Search the body for **Dai's Diary** and the **Key of the Decayed Soul**. If you are uncomfortable with your number of potions, return to Tairon (check your map). If you have all you need, go back through the door and take the bone bridge.



The Imperial Palace is relatively small. Each floor is just a small round room and each room forces you to battle through a slew of enemies to clear it. In the first room, you'll face off against a series of Raptor Fiends, the kind you faced outside the Monastery so long ago. Be wary of their little roll charge. Otherwise, you can handle these chumps. Wall runs help a lot and don't be afraid to use your Ninpo. The Ultimate Technique can kill a Raptor Fiend, so use it every chance you can. When the Raptors are dead, the exit unlocks. Place the Raptor Deity (which you found on your adventures) onto the pedestal in the center of the room to unlock the next door.



Switch to your Flail and step through the small arched door. The stairs are packed with Piranha, but there's a limited amount. Stand at the foot of the steps and either use Ninpo (three charges will usually get rid of all of the Piranha and earn you red essence in return) or the flail. When they are all dead, continue up the stairs. Kick the chest before entering the next room to snag a **Great Spirit Elixir**.

The next room features about three Magma fiends as well as a slew of bugs crawling on the floor. Ninpo is your best bet for an easy clear of this room. If you want to fight your way through it, remember to keep rolling whenever you are on the ground to prevent the bugs from jumping at you and swarming you while you are down. When they're all dead, place the Wolf Deity on the pedestal and go to the next set of stairs. Once again you'll fight Piranha, but you'll do them in the same way as before.



The next room is creepy (stop staring at me!) but it's an easy one. Just a Crab Fiend and a couple of Wolverine Fiends. Next! Let's not insult your skills with strategy here, this baby is easy. Kill them and place the Devil Deity on the Pedestal. Head up the stairs, killing the fish first. At the top of the steps is a chest with a **Great Spirit Elixir**. You're not done up here, though. Continue forward and drop off the edge. Be sure you are on the left side. Walk along the green ledge until you reach a giant boulder. The final **Scarab** is on the ground. Grab it and then return to the door. Step on through for your next challenge.



This is an easy one. There are four Crab Fiends to deal with. Equip your Inferno Ninpo and jump between two fiends. Use the Ninpo and 9 out of 10 times, both will die. Do so for the next pair and you are set. Place the Serpent Deity on the pedestal and exit stage left. Kill the Piranha on the steps and make your way to the Gates of Hell. Only thing is, the gate is closed without the Demon Deity. Kick the chests for a **Great Devil Elixir** and **Great Spirit Elixir** and make use of the **Save Point**.



See the teleporter? This will take you to the Fiend Realm where you'll face a series of incredibly tough battles. You're in for a long one. If you are out of potions, you can always run back down the mountain and return to Tairon. You'll have to fight your way back upstairs, however. When you're ready, step into the house of pain.

Fiend Realm

(1) Arena of Fiends 1: Before you can fight the Great Fiend, you must prove yourself worth. First up, take out about a dozen Wolverine Fiends. Let the Flail do its work and you will be fine. Consider this the easy portion. Once they are finished, the Great Fiend instantly teleports you to a Boss Battle.



(2) Hydracubus: Your old tentacle buddy is at it again. Same tactics. Try to avoid using any health potions. Remember, each time you slash a tentacle off, it will give you some blue essence.



(3) Arena of Fiends 2: Once again you face about a dozen Wolverine Fiends, but this time the Great Fiend gets into the mix. When he chuckles, he's about to toss a fireball at you. It hits the ground with an explosion and then a beam of heat flashes to the sky. Listen for the laugh and when he laughs, get on the move. If you jump off a Fiend's head, he will usually toast them for you. When they are dead, the Great Fiend sends you to another boss battle.



(4) Return of the Sloth: The rules for this battle are the same as before, only this time you have the benefit of a small arena. Use the walls when Yotunfrau does his tantrum and unless your best combos when he's laid out on the ground. Shouldn't be too hard for a pro like yourself. Once he is defeated, hop through the portal to fight the Great Fiend head-on.



Boss: Marbus

This has what you've been waiting for, the big boss before the final three bosses. Ha-ha, yes, you still have a lot more to do, but worry about this fight first as it's one big bad mutha. As always, knowing how to avoid the attacks is the key to victory.

Charge: Marbus will be at one end of the arena and, like Alma, will go parallel to the ground and shoot forward. A dash attack or jumping out of the way is all that's needed, and then follow up with a blow once he's past you.

Dive Bomb: The Fiend screams, leaps into the air, and comes crashing down. He tracks Ryu, so it's tough to avoid, but keep running and jumping until he lands, and then run up to him and combo his beastly ass.



Fireballs: Marbus hovers in the air and throws three to four fireballs at the ground. When they land, a beam of intense heat shoots straight up. Forget about attacking when this happens and simply run in a circle around Marbus to avoid.

Creator: The Fiend calls forth up to three Wolverine Fiends. These are good because you can jump off their heads to launch a strike at Marbus when he's airborne. You can also kill the Fiends for an Ultimate Technique attack or, if lucky, for some health.



Your battle strategy is, as always, your quick attack (A, Y). However, avoidance is the real key here. Keep dodging. When Marbus does a Dive Bomb and usually on a Charge, he'll drop to one knee for a breather. That's when you can unload a combo. If there are Wolverine Fiends around to disrupt you, get close to the Great Fiend and use your Inferno Ninpo. These attacks, when he is down, is your main option for damage, as the quick attack isn't as guaranteed here. Keep healing, you will have a chance to save and retreat to Tairon after this battle is over.

Once Marbus is defeated, grab the Demon, Deity of Destruction from the pedestal and follow the road back to the teleporter. Save your game. You will have no more chances to go to a merchant after this and there are two bosses left in this chapter and one final boss for Chapter 16. If you need it, take the time to run to Tairon and get some healing mojo. Also note that this is your last chance to turn in all 50 Scarabs for the original NES Ninja Gaiden. You can return to Muramusa or you can beat the game and start a Successive Play game, where you begin with all 50 Scarabs. The choice is yours.



When you're ready, place the Demon Deity in the slot to unlock the path to Hell. Run up the skeletal steps. Eventually they crumble, causing a cut-scene. Damn does it look pretty. The Dark Dragon Blade is within sight, but first comes a final battle with Ultimate Alma!

Boss: Ultimate Alma

This is the strangest fight you'll have and perhaps the most frustrating. Ultimate Alma is gigantic. You, fortunately, have a limitless stream of floating platforms. Only when you are about to die will you run out and, well, die. You have some

limited control of your platform. You need to move forward to get close to Alma. Note the jewels on her chest and arms. These are her weak points. You cannot hurt her from behind, but fortunately, she can't hurt you either in that position. She only has a few attacks, but they are tough to avoid.



Energy Ball: She raises one hand, an energy ball forms, and then she tosses it at Ryu. The best defense is to jump attack. This does not damage her, but you'll escape being hit. You can also use Ninpo and the shot will go right through you, or try and maneuver your platform behind Alma. This is the least common attack.

Energy Beams: She uses this all the time, emitting energy beams from her sides. Get hit and you'll take damage and fall. You can try and outrun these by moving the platform, but that's not easy. Your best defense is Ninpo or you can jump attack and you will usually avoid the beams.

Smack: Alma crosses her arms, holds for several seconds, and then lashes them out. To avoid, get to a side, this will only hurt you if you are in front of Alma.



To damage Alma, do not ever jump. Stay grounded on the platform, move it against her body and do long combos. If you can stay close to her, you can often prevent her from using her Beam Attack. You must destroy her arms and chest. Doing so increases the speed of the beams. At the start of the battle, move directly at Alma and go down on her chest. Attack until she forces you to leave. Avoid damage over getting in a quick shot. If you are forced off your platform, when you rise up, go directly at her again. If the Energy Beams are going, use your Ninpo to wait out the beams, and then go after a limb.

She's tough, partly because of camera and control, but if you are aggressive you can sometimes beat her in under a minute -- no joke! Once Alma is dead, Ryu falls to the ground, on a small piece of land amidst a lake of lava. The Devil Fiend emerges. This is the final boss battle of the chapter, good luck.

Boss: Devil Fiend

Tired yet? Don't worry, the Devil Fiend isn't all that hard, especially if you have some potions left. Your main ally will be your Ninpo (Inferno or Inazuma will do). The Devil Fiend is easy to predict, easy to defend against, and easy to destroy. No, really, he is! Arm your Explosive or APFSDS Arrows. The Devil Fiend spends much of his time in the lava where you can't go. He's comprised of a shell of skulls. When he is standing around in the lava or even running around, aim your arrows at the skulls and fire rapidly. You'll do significant damage. The only time not to use arrows is when he's attacking.



Pounce: The Devil Fiend leaps into the air and lands either back in the lava or on solid ground. If he lands on the ground, charge up to him and let out a string of combos. Forget about anything else, just whoop on his ass. He'll eventually retreat.

Skull Storm: The skulls begin to glow and then fly at you. Use Ninpo to protect yourself (or use combos to bash the skulls). Destroying skulls hurt him, so it's not a waste. You may need to use two Ninpos to survive the rush of skulls, but that's a lot of damage done to the Devil Fiend.

Chomp: The Devil Fiend's ram's head flies forward and tries to bite. If you can't jump out of the way, do Ninpo. If you get caught, hit X repeatedly, but expect to lose close to half your health.



It seems like a boss this cool-looking should be more complex, but he's not. If you run out of Explosive and APFSDS Arrows, take out your regular arrows. They'll hurt it too. Eventually the creature falls and the long chapter is over.

Walkthrough: Chapter 16 - The Dark Dragon Blade

This is it, the end of the game. All that remains is a little bit of platforming and a final showdown with the Emperor. Should you fall into the lava at any time, let yourself die. No need to face Murai with any damage to your precious ninja body. Now get going! Look for the easy-to-climb plateaus. Make your way along them, running straight up the face and easily making it over the edge. You'll soon hit Mario part (*pictured below*). Do your thang between the walls to reach the top.



Continue onward and upward until you reach the Dark Dragon Blade. Grab it and the next piece of wall falls down for you. Oh, and your hot babe show up. Me-row! Jump over to the lowered section. Once on top, head to the right wall. See the branch? Leap to it. Swing to the next one and then the third branch. For this final branch, you'll need to wall run after the swing. So swing and press towards the wall, leap off to safety.



Jump and grab the next branch and swing to the other side. Make your way to the left along the ledge until you reach the edge and wall run up to the next level. Again move all the way to the left edge and wall run straight up to grab the thin ledge above. Shimmy until you can climb up. Continue forward, jumping and climbing in the obvious areas.



You'll eventually reach a spot where there's no conceivable way to get from one plateau to the next. It's an obvious, giant gap. Go to the edge and look down (*pictured above*). There's a platform below you! Jump down, and then wall run up to the next plateau.



Move towards the lip where Alma hangs and cut-scene prepares you for the final battle.

Boss: Murai, Hidden Emperor

Murai is a disappointing final boss, considering how incredibly easy he is to beat. He has a few powerful attacks, but they are almost inconsequential if you follow this simple plan -- Dash Attack (A, Y). Your favorite attack is all you need to destroy Murai on the first attempt (should you die, you will automatically go to the final fight after grabbing the Dark Blade the next time).



Throwing Stars: Murai leaps up and tosses some giant stars. Dodge roll to evade or just Dash Attack him and you'll avoid the stars entirely.

Charge: As with other bosses, Murai goes parallel to the ground and charges. Jump to the side and then Dash Attack as he passes.

Combo: He's actually easier to block than when you first tangled with him. You can block or dodge roll his attacks, but he won't have a chance to combo if you follow the attack strategy.

Grab: Get too close and Murai has multiple grab types. Again, if you use the attack strategy, this will never happen.

Teleporter: Murai holds up his sword and teleports to the other end of the arena and then attacks. Move to where he teleported from and you should be safe.

Snake Charmer: If Murai gets frustrated, he raises his sword and teleports to higher ground and calls for a magical serpent. Run behind the rock on the right side of the screen and you will always be safe.



Remember to keep the dash attack at a constant. This will keep Murai off-balance and the attack does a good deal of damage. If you are about to be grabbed, use your Ninpo to save your ass. This one isn't very tough considering what you've been through.

After Murai is defeated, enjoy the long cut-scene and credits. Now it's time to play through again!

Hurricane Enemy Strategy

Enemies

Enemies that were added to the Hurricane Pack are going to make appearances in Ninja Gaiden Black. If you play the game on an increased difficulty or attempt to tackle the Missions, you'll notice some newcomers. Not only that, the enemies you're used to fighting will suddenly seem tough. Every enemy that had an unblockable attack will now use it more often.

Piranhas

Yes, these enemies were in the first version of the game, but not nearly as often. Before denting a wall with your head know this: The nunchaku grants Ryu almost complete invincibility against these pesky ghost fish. Casually tap X as Ryu enters an area infested with these enemies and he will dispose of every one of them.

Cat Women

The most difficult aspect of the kitties is their ability to dodge your most powerful attacks. The only surefire way to inflict damage on them is to pull off the longest combos with the Lunar and back them into a corner. Players who think they can simply hold the block button will be caught with their pants down. The cats have an unblockable move where they sink their claws into Ryu's neck and go for a spin around his head. A couple of these attacks will leave him in shreds.



On other enemies like the soldiers or black ninjas, Ryu can continually perform the Gibbous. (Run up a wall into a flip and press X or Y) It's a rather cheap way to take out large groups of enemies, but it works so BACK OFF. This technique is only partially useful against the felines. They will dodge it most of the time and hit Ryu during the split second he is vulnerable after he lands. In fact, most of his aerial maneuvers leave Ryu open to their jumping slashes.

Masked Ogres



The Masked Ogres wield giant clubs and have a number of unblockable attacks. The first order of business when attacking them is to break off their mask. Early on this is best by using the dragon sword in conjunction with one of its jump attacks. When you reach level three with the Lunar the mask can be decimated with the Forward, Y, Y, Y attack. Intercepting the club attacks and countering with a charged attack (which renders you invincible for a short time) is your best bet.

Also, jumping on their head to stun them, and then dropping in with a Y can be done over and over on a single creature. The only other way to get into a good rhythm against this enemy is to take out one of them through sheer grunt work and then use the essence to launch a double charged attack with the dragon sword. The hurricane is not nearly as effective

against these beasts so use it if you want but don't expect great results.

Sword Fiends



The Sword Fiends are strong opponents that can quickly make your day miserable. They have a number of combo moves and will send a nice fireball your way if you sit in one spot trying to charge up an Ultimate Technique. After taking a certain amount of damage, they will shed their outer armor and turn into their red enraged form, where their combos come faster and do a great deal more damage.

The trick to beating these guys is to never let two of them turn into their enraged form at the same time. As soon as one does, focus all of your energy on him and end him before they can double team you. Ultimate Techniques work well on these guys, if you can manage to get some essence. They are also vulnerable to the old jumping off of their head and attacking them from behind. As soon as you hit the ground, quickly block and repeat the process. Always use your strongest sword against these guys. They block a lot, so you need every successful hit to count. The Dark Dragon Blade and Dabilahro are our favorites for working on the Sword Fiends.

If you find yourself trying to fight two enraged Sword Fiends, we suggest using your Ninpo. The Art of the Inferno at level Three will generally be enough to dispatch them, provided they have already taken a little bit of damage. The Art of the Ice Storm doesn't work so well because these fellas are smart enough to wait out the Ninpo attack before trying to get you.

Secrets

Unlock Difficulty Levels	
Difficulty Level	Condition
Ninja Dog	Die three times consecutively in Chapter 1. Ayane will ask you, "Do you really give up the way of Shinobi?" Answer yes to begin Ninja Dog Mode.
Normal	Available from the beginning.
Hard	Complete the game on Ninja Dog or Normal difficulty. Or, have a save file on your hard drive where you completed the original Ninja Gaiden on Xbox.
Very Hard	Complete the game on Hard difficulty. Or, have a save file with the clear data of the Hurricane Pack 2
Master Ninja	Complete the game on Very Hard.

Unlock Modes	
Mode	Condition
Mission	Complete the game with the difficulty level over Normal.
Movie Theater	Complete the game with any difficulty level.
Arcade Ninja Gaiden	Complete the game on Ninja Dog or Normal difficulty with the "Ninja Gaiden Arcade" item. Or, complete the game on Hard.
Coming Attractions	Play the game for over 1 hour.

Unlock New Missions	
The first 10 Missions will be available from the start. Once you complete the first 5, and then 5 more will be unlocked. The rest follow in this pattern (five at a time) until all 50 have been unlocked.	

Unlock Costumes	
Costume	Condition
Normal	Available at the beginning.
Comic	Complete the game on Ninja Dog or Normal
Red Muffler	Complete the game on Hard.
Ryuken	Complete the game on Very Hard.
DOA	Complete "Special Mission."

Play Ninja Gaiden (NES)	
Collect all 50 Scarabs and turn them in to the shop to receive the Ninja Gaiden cartridge. Take this to Han's Bar and play it on the arcade cabinet.	